BRADYGAMES®
SIGNATURE SERIES GUIDE

TAKE YOUR GAME FURTHER®

SILENT HILL®
HOMECOMING

SHEPHERD

COVERS XBOX 360™ AND PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB

MATURE 17+

M

Written by
OffBase Productions

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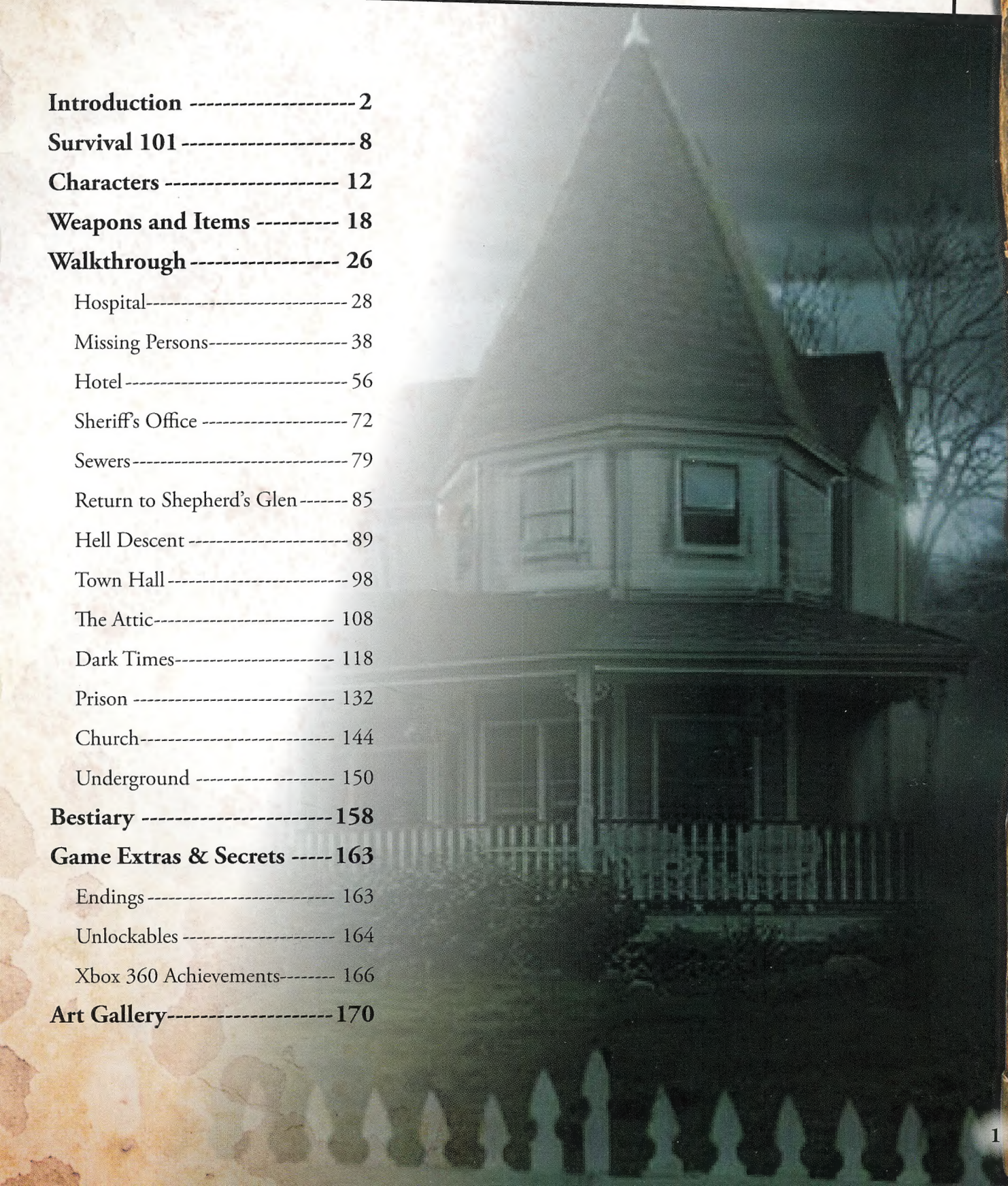

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SHADES OF THE PAST

A HISTORY OF SILENT HILL

SPOILER ALERT

Silent Hill was once a resort town that had always attracted its fair share of visitors. Sitting on the edge of Toluca Lake, Silent Hill offered serenity to those who sought it. Its small town charm and reclusive nature made it a town where one could leave the world behind. However, for those whose souls know no rest and are forever haunted by the past, Silent Hill can quickly transform from a getaway into a prison of the mind, body, and soul. Underneath the town's façade is a sinister force that calls out to the tortured spirits of others. Drawn in by this distant plea, many weary travelers have been swallowed by the town's menacing history of the occult. Journeymen and women have ventured to Silent Hill searching for something that was lost only to become forgotten themselves, drowned in the shades of a town slipping further and further into the darkness.

This section contains brief summaries of the previous Silent Hill games. Some content may reveal information critical to the game and its storyline.

SILENT HILL: ORIGINS (2007)

THE ORIGINS OF EVIL

Travis Grady is a troubled truck driver, haunted by nightmares that feel all too familiar to him. On an ordinary truck route near the town of Silent Hill, Travis is startled when he sees a figure suddenly step in front of his truck. He quickly stops to avoid the child and leaves his vehicle to investigate. However, Travis finds that the figure has vanished, only to reappear in his rear view mirror and then disappear as soon as he turns around. The figure finally appears in front of his car as a young girl and then vanishes into the thick fog.

Travis follows the child, who leads him to a burning house. He hears screaming from inside and rushes in to save the victim. Travis saves a young girl from the fires, but then ultimately collapses. He soon awakens alone in the town of Silent Hill.

Travis explores the town and begins to uncover the intertwined mysteries of his past and the town. Inside Cedar Grove Hospital, he discovers records of a mentally disturbed woman who attempted to kill herself and her son. Travis soon learns the horrifying truths that it was in fact his mother, Helen Grady, who tried to kill him. Because of those actions, she was placed in the Sanitarium. With Helen locked in her cell, Travis's father, Richard, slipped into a deep depression and eventually hung himself.

Also inside the Cedar Grove Hospital is Dahlia Gillespie, a crazed woman who rambles about secret rites and religious happenings. It turns out that Dahlia is the mother of the little girl that Travis saved inside the burning building. Travis is furious and confused that Dahlia did nothing to try to save her daughter, but soon enough, all the puzzle pieces start falling into place.

Travis encounters Dahlia setting up her daughter Alessa for a sacred ceremony. She is attempting to give birth to a new god through her tortured child. Alessa's tormented life, which included being purposefully burned alive, was all a part of the process to create a new god born through suffering. Travis intervenes and battles with the premature demon.

In the end, Travis manages to trap the demon, thereby temporarily saving Alessa's soul through the birth of a new infant child. Travis finally returns to his truck and escapes from Silent Hill. Before he leaves, though, he sees Alessa taking the newborn baby away. Moments later, Travis hears a man and woman through his walkie-talkie find the baby and decide to adopt the child as their own…

SILENT HILL (1999) *A CHILD IN PIECES*

Harry Mason and his wife found themselves blessed one night when they encountered a lone infant on the road. They adopted the child as their own and named her Cheryl; that was seven years ago.

In the present day, Harry has become a widower after his wife succumbed to a fatal illness. Looking for a quiet vacation, Harry and Cheryl head to Silent Hill in an attempt to leave their grief behind. While on the road, a ghostly figure appears in front of Harry's car causing him to swerve out of the way. Harry crashes his car and is knocked unconscious in the process. When he wakes up, Harry discovers that Cheryl is missing and he has finally arrived in Silent Hill.

Harry enters the town and sees glimpses of Cheryl through the falling snow. Before he can catch up to her, however, he hears an air raid siren and Silent Hill is engulfed by the "otherworld". Harry is forced to fight through the evil that lurks in Silent Hill, but is overcome by the darkness and falls unconscious once again.

He wakes up in the local café and meets Cybil Bennett, a police officer also stuck in the town. Cybil hands Harry a pistol to protect himself, and then the two decide to split up and explore the town on their own. Harry follows Cheryl's drawings from her sketchbook as clues to where she may have headed.

Harry travels to the Balkan church where he meets Dahlia Gillespie. Dahlia provides Harry with cryptic messages foreshadowing dark times still to come, then leaves behind a mystery artifact known as the "Flauros".

Harry eventually reunites with Cybil, and she informs him of how she witnessed a girl walking on thin air toward the lake. As the duo head to Toluca Lake, the town is once again consumed by the "otherworld". Dahlia appears and informs Harry about the "Mark of Samael"; it seems that when it is completed, the town will become trapped in the "otherworld" forever.

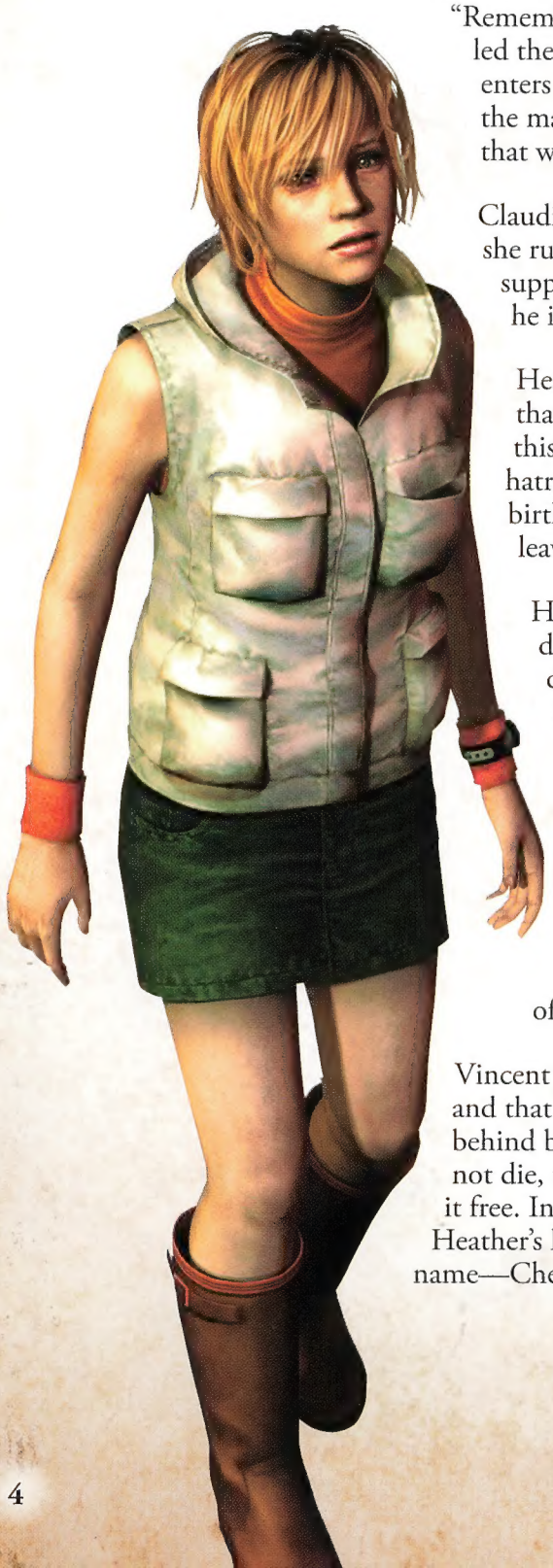
Dahlia later reveals that her daughter, Alessa, is the key to sealing the town inside the darkness and that Cheryl was just a fragmented piece of Alessa's soul. Dahlia masterminded Harry's actions to make him return Cheryl to Alessa, making the child complete and allowing the progression of the religious rites.

Dahlia intends to use Alessa as an incubator and mother for a new god, but Harry intervenes and exorcises the demon from Alessa. With the demon god removed, Alessa can transfer her soul into a new baby. Alessa then opens a portal, allowing Harry to safely escape Silent Hill with the infant in hand.

SILENT HILL 3 (2003)

MARKED BY FATE

Heather is a typical teenager living a typical life. One day while eating at a Happy Burger in a shopping mall, she is confronted by a private investigator named Douglas Cartland who states that he has information about her past. Heather does not stay to hear Douglas out and escapes through a ladies room window in the mall's bathroom. When Heather reenters the mall, she finds it completely deserted except for some strange monsters roaming the shops.



Heather encounters Claudia, a priestess of Silent Hill, who asks her to "Remember me and your true self as well." Claudia tells Heather that she will led them to Paradise "with bloodstained hands." Heather soon collapses and enters the "otherworld" version of the mall. Heather fights her way out of the mall and runs into Douglas once again. Douglas confesses to Heather that was in fact hired by Claudia to track her down.

Claudia leaves the mall and makes her way home. During this excursion, she runs into another man, Vincent, who is shrouded in secrecy. Vincent supposedly has connections with Claudia and the cult of Silent Hill, but he is unwilling to divulge any information.

Heather leaves Vincent behind and arrives at her home, but she discovers that her father has been killed by a monster. Claudia has commissioned this fiend to kill Heather's father in order to fill Heather's heart with hatred. By doing this, Claudia has prepared Heather for her purpose of birthing a new god and leading her people to eternal Paradise. Claudia leaves and tells Heather to meet her in Silent Hill.

Heather follows Claudia to Silent Hill intent on avenging her father's death. On the way, Heather discovers a memo of her late father detailing the events of Silent Hill and informing her that she is in fact Cheryl Mason. Heather makes contact with a man named Leonard Wolf, who reveals himself to be Claudia's father. Leonard disapproves of what his daughter is doing and is willing to help out Heather.

Leonard gives Heather an artifact known as the "Seal of Metatron", but then quickly turns into a monster and attacks her. Heather defeats Leonard and heads to the church to talk Claudia out of her plans of creating a new god. Heather tries to dissuade Claudia by pretending to be Alessa, but collapses under the pressure of holding the god inside her.

Vincent arrives at the church and reassures Heather that there is still hope and that she may still prevent the god's birth. Heather then uses a pendent left behind by her father, Harry Mason, to kill the god inside her. The god does not die, though, and Heather releases the premature god inadvertently setting it free. In the end, Heather defeats the god and leaves Silent Hill with Douglas. Heather's last request to Douglas is for him to start calling her by her birth name—Cheryl Mason.

SILENT HILL 2 (2001) *REBUILDING THE PAST*

Three years after the death of his wife, James Sunderland receives a mysterious letter from his dead wife telling him to meet her at their "special place" in Silent Hill. Like James, two others have been called to visit Silent Hill under mysterious circumstances: A woman named Angela, who is searching for her mother and a man named Eddie with an unstable personality.

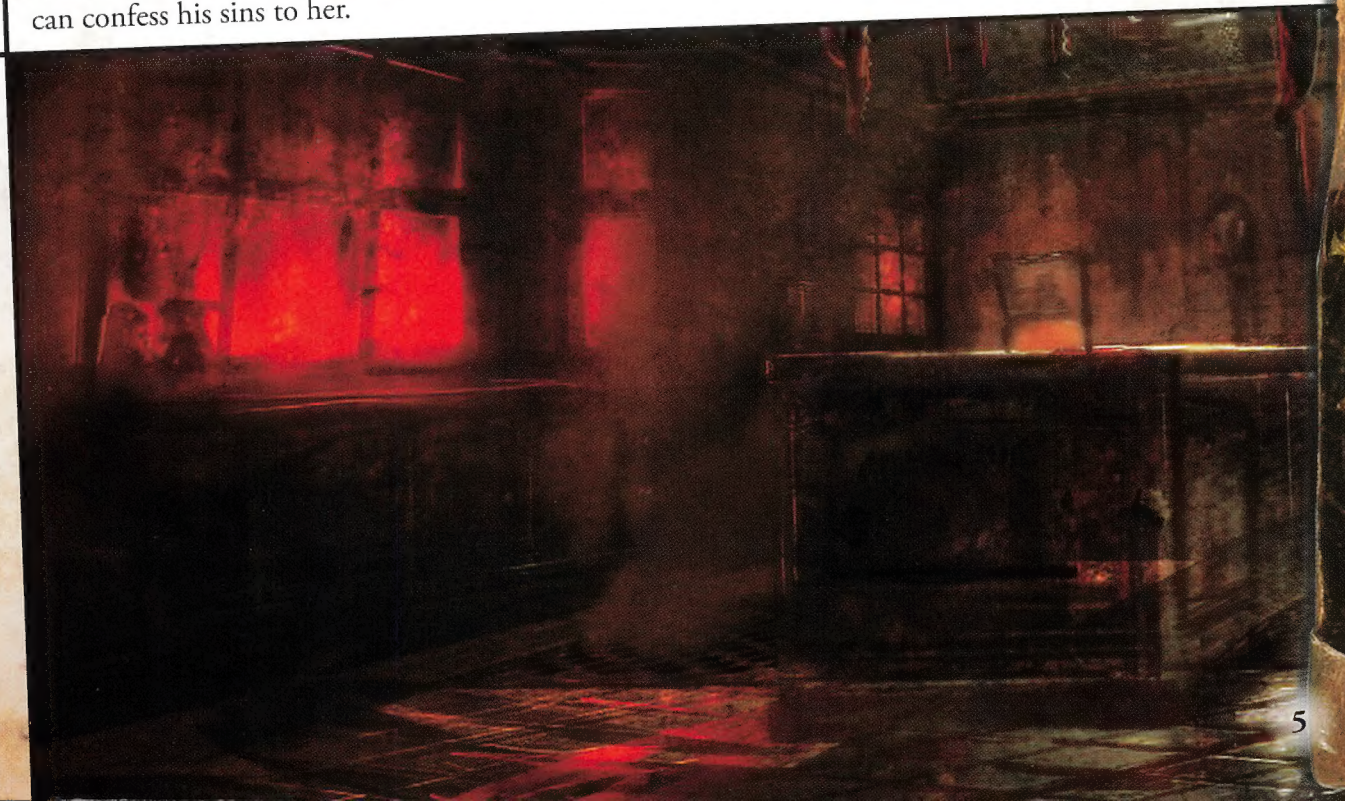
James begins his search of Silent Hill and runs into a woman named Maria, who looks strikingly similar to his wife. James agrees to let Maria tag along as he continues his search. Unfortunately, Angela doesn't fare well during her trek through Silent Hill. James discovers her on the floor with a knife contemplating suicide. After convincing her not to commit suicide, she immediately gets up and flees into the darkness. Unlike Angela, James always finds Eddie extremely defensive and confrontational. Eddie always seems to appear around corpses, but profusely denies any involvement with the deaths.

While searching a hospital, Maria is inexplicably killed by a monster known as Bogeyman. James is distraught over her death, but gains composure and continues his search for Mary. James heads for the next logical location, the old Lakeview Hotel. On the way he runs into Maria—who is alive and well—locked inside a cell. Instead of revealing how she is still alive, Maria teases James with sexual advances. James tries to free Maria, but once again she is mysteriously killed.

As James ventures further into Silent Hill, he encounters Angela and Eddie once again. James learns that each person has a dark and troubled past that resulted in both of them killing someone important in there lives. Eddie suggests that maybe James has also been called to Silent Hill because he too is a murderer. Following this revelation, the letter that James has been holding on to suddenly turns blank!

James then scurries to the Lakeview Hotel to make sense of it all. While in the hotel, James finds a videotape of himself next to Mary's hospital bed. James watches himself on the videotape kill his beloved Mary. Once James remembers his unforgivable acts, the hotel descends into the otherworld. Back in the hotel James runs into Maria, who is being tortured by a group of Bogeymans. The Bogeymans kill Maria before James eyes, at which point he realizes that this entire world was created to punish him for his deeds.

James defeats the Bogeymans and heads to the hotel's rooftop where he encounters Maria for the last time. She then turns into a monster that he must overcome. James fights the monster and kills Maria with his own hands. Following Maria's defeat, James has one last meeting with his dying wife where he can confess his sins to her.



SILENT HILL 4: THE ROOM (2004)

THE ROAD TO 21

Henry Townshend never had to leave his home to arrive in Silent Hill. Trapped inside his South Ashfield apartment, room 302, Henry is locked inside his room for five days with no way of contacting the outside world. All the while, he has recurring nightmares that begin to blur the line between reality and fiction.

Henry discovers holes forming in the walls of his apartment that inexplicably lead to Silent Hill. He enters one of the portals and appears in an abandoned subway, where he meets Cynthia Velazquez. Henry's time with Cynthia is cut short, however, as an unknown assailant kills her. When Henry returns to the real world, he receives confirmation via the radio that the real life Cynthia Velazquez was indeed found dead. He then travels back to Silent Hill and discovers more visitors to the strange dimension and, just like Cynthia, everyone Henry meets mysteriously dies in the real world.

Henry investigates further and discovers newspaper clippings that detail the murder spree of Walter Sullivan. He also discovers that Walter was an orphan who believed that his biological mother was Henry's mother. As Henry delves further into the mystery, he discovers that Walter is trying to perform a ritual requiring the murders of 21 victims. After murdering 21 people, the 21 Sacraments will be complete, thus enabling him to purify his mother. Although no longer living, Walter can travel through the portals to Silent Hill to kill in his undead state.

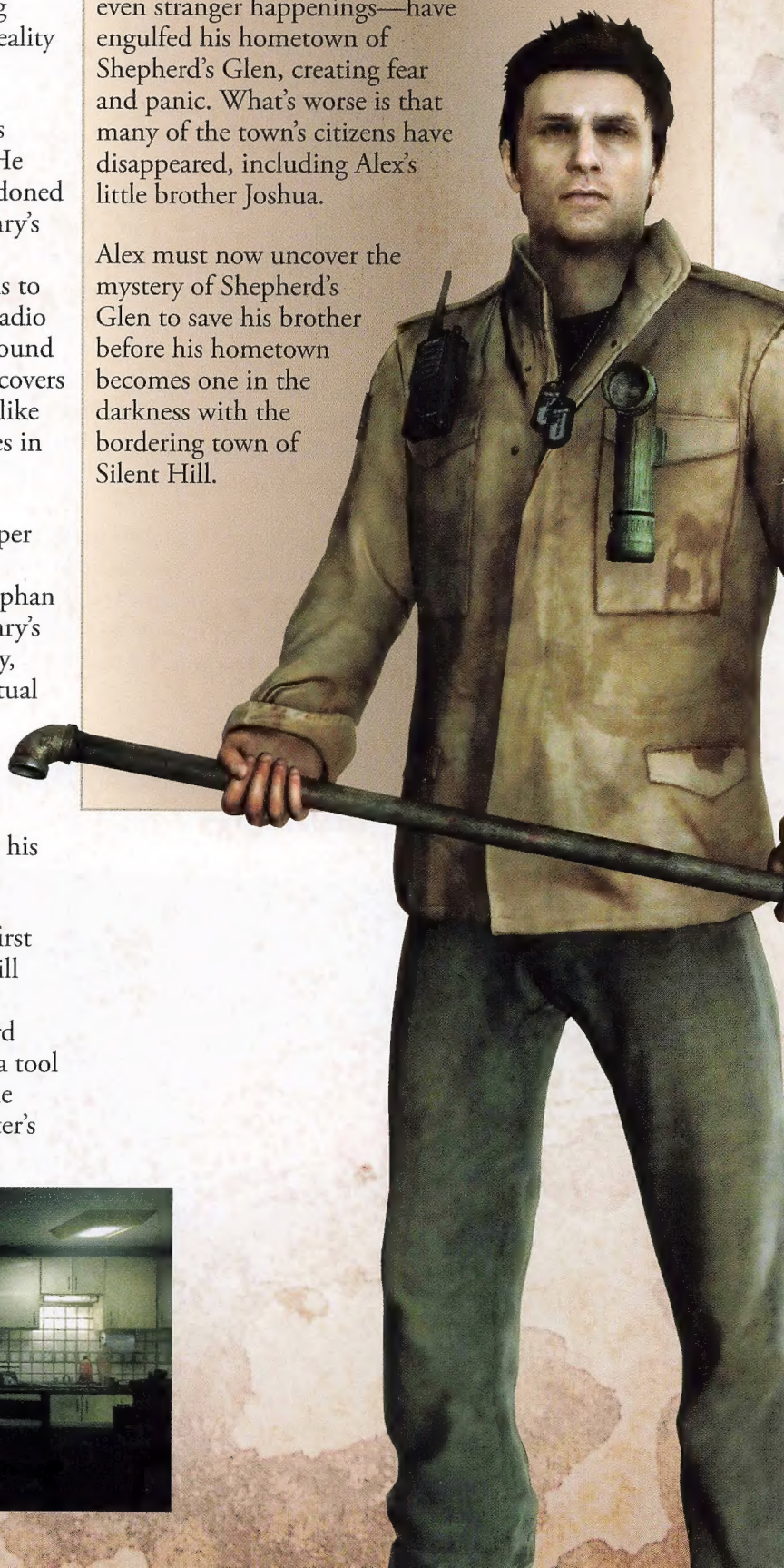
Henry discovers that he is the intended twenty-first victim. His only way to escape Silent Hill is to kill Walter. Joined by the intended twentieth victim, Eileen Galvin, Henry discovers the umbilical cord connecting Walter to his mother, then uses it as a tool to kill Walter. With Walter gone, the threat of the 21 Sacraments disappears and Henry leaves Walter's twisted dimension.

SILENT HILL: HOMECOMING (2008)

A SOLDIER'S RETURN

Alex Shepherd has just returned home from a tour of duty in the army and is ready to confront his past. Upon his return, though, nothing is quite the same. He discovers that a strange fog—and even stranger happenings—have engulfed his hometown of Shepherd's Glen, creating fear and panic. What's worse is that many of the town's citizens have disappeared, including Alex's little brother Joshua.

Alex must now uncover the mystery of Shepherd's Glen to save his brother before his hometown becomes one in the darkness with the bordering town of Silent Hill.



GETTING STARTED

THE MAIN MENU

Select START at the Title Screen to get the Main Menu. Once there, you can select the New Game option to start a new game; Load Game to continue an old game; Options to adjust game settings; and Credits to view the names of the talented people who worked on this game.

GAMEPLAY CHOICES

New Game

Ready to begin the horrifying journey through the streets of Silent Hill? If you're ready, select New Game to begin the adventure. You can select Normal or Hard difficulties based on how much of a challenge you desire. On Normal difficulty, the creatures aren't too difficult to defeat and the amount of ammo and health pickups are set to a default amount. On Hard difficulty, the monsters are tougher and there are fewer ammo and health pickups.

Load Game

Access the Load Game Menu to resume a game from your last save point.

Options

Access the Options Menu to tweak many of the game's settings. Adjust the controls here to so that they match your personal style of gameplay.

Display/Audio

Through the Display/Audio Menu, you can adjust the Display Brightness, Music Volume, Dialogue Volume, Radio Volume, and Sound Effects Volume.

Game Options

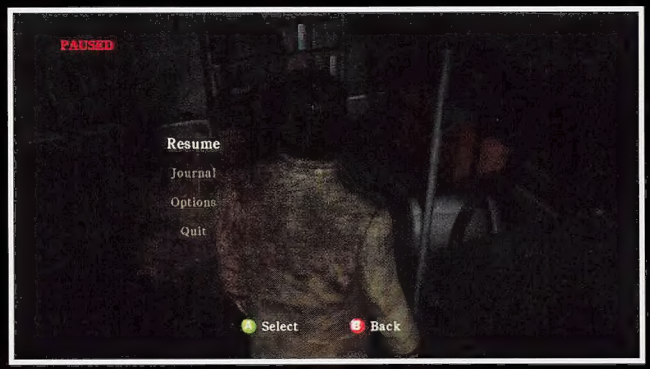
Tweak the game options in this menu to change things like Toggle Inverted Aim, turn Subtitles and Vibration on and off, and even change the destination of save files from one storage device to another.

Button Config

Not happy with the way the controller is set up? You can alter the controller configuration through this menu and change the layout to one that better suits your liking.

THE PAUSE MENU

Press START at anytime during gameplay to access the Pause Menu. From this menu, you can find Alex's Journal, the Options Menu, and choose to quit to the Main Menu.



SURVIVAL 101

Silent Hill can quickly change from a sleepy resort town to a hellish death trap in mere moments. If Alex Shepherd aims to live long enough to see the light at the end of the tunnel, he must use his brains and his brawn to survive the monsters roaming the streets. Learn to adapt to the movement and attacks of the enemy and Alex may just make it out alive.

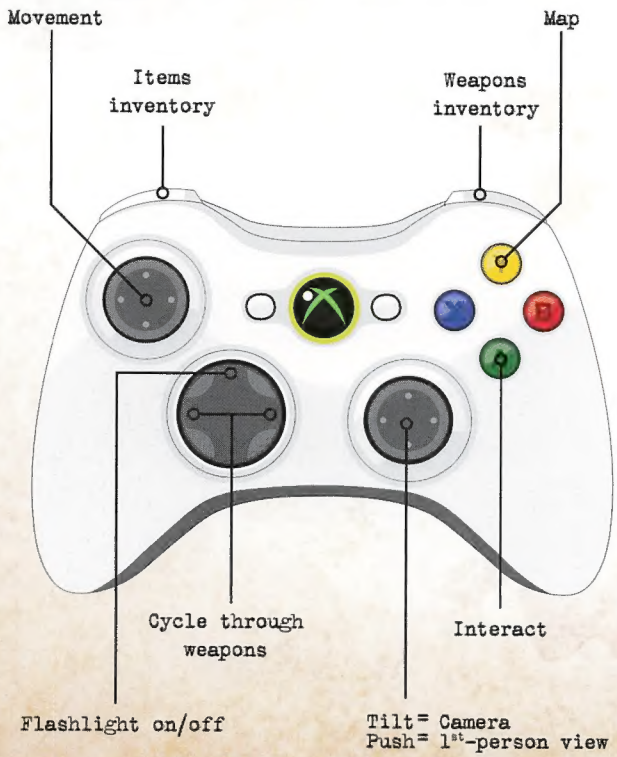
GENERAL TACTICS

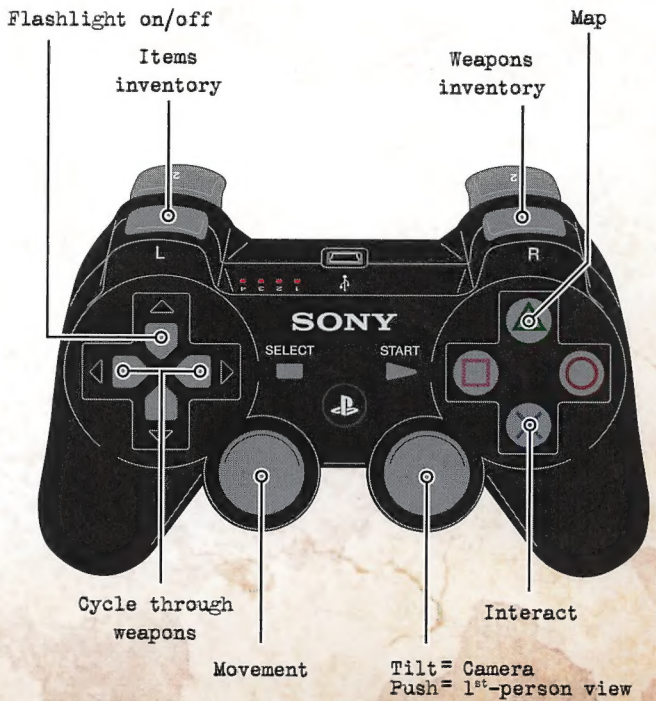
To unlock the secrets that weigh down Alex, you must explore and actively search for answers to uncover the mystery of Silent Hill. To do so, you need to understand how to move and interact within the world of Silent Hill.

GAME CONTROLS

As a war veteran, Alex is no stranger to combat. He is capable of performing various attacks with all sorts of weapons.

Movement Controls (Xbox 360 & PS3)





Melee Combat Controls

Sometimes it's impossible to avoid the darkness altogether. When this occurs, Alex must fight the foe that waits him. To survive the monsters lurking in the dark, it's imperative to learn how to wield a knife, pipe, axe or some other kind of weapon. Even more important is learning how to dodge and roll out of the way to avoid incoming attacks.

Melee Combat Controls (Xbox 360 & PS3)

Gun Combat Controls

Some monsters in Silent Hill definitely don't play fair. When the action gets too hectic, switch to one of Alex's firearms to level the playing field. Although guns provide an advantage from a distance, it's important to be very conservative when shooting. Ammo is very scarce in this game and even if one foe is sent packing, there is almost always a tougher foe lurking around the next corner.

Gun Combat Controls (Xbox 360 & PS3)

The Health Meter

The crescent-shaped meter on the left side of the HUD (see the following screenshot) represents Alex's health. This meter will only appear when Alex is taking damage; however, it is also visible when accessing the inventory or weapons menu.

Crosshairs

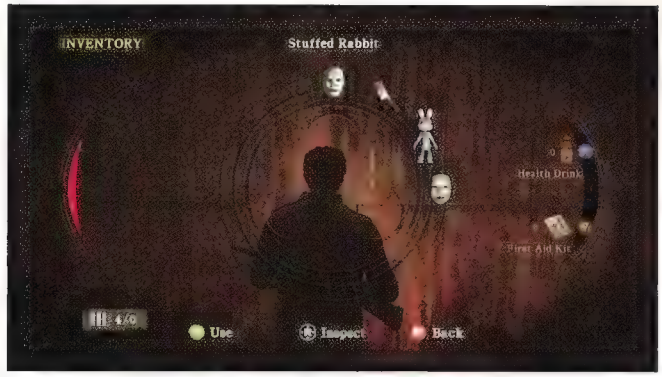
The crosshairs provide a visual reference point for aiming Alex's firearms. Simply equip a weapon and focus the reticule on an enemy. Note that the smaller the reticule, the better Alex's aim will be.

Weapon Wheel

From the Weapons Wheel, you can view Alex's health bar, change his weapons, and turn his Radio and Flashlight on and off.

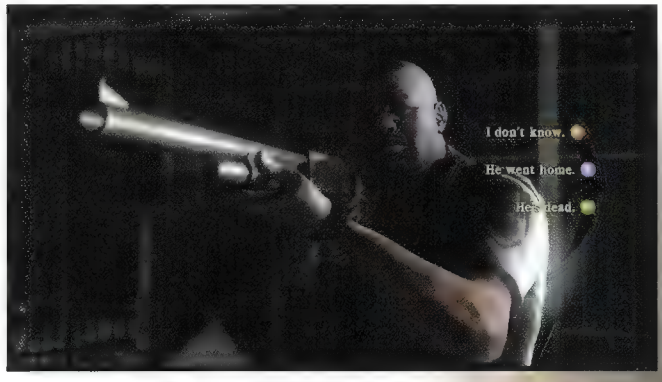
Inventory Wheel

Like the Weapons Wheel, you can check Alex's health bar here as well as access and use items from his inventory. The right side of the screen shows Alex's collection of Health Drinks and First Aid Kits. To use these items, simply press the button that is displayed next to them.



Dialogue Menu

The world of Silent Hill is filled with a handful of people who all have questions about what is transpiring around them. During these conversations, you can choose Alex's responses via the game's Dialogue Menus. Choose carefully, as some of the things Alex says can never be taken back.



Finishing Moves

The monsters that roam the streets of Silent Hill tend to indulge themselves in acts of macabre violence when it comes to ripping Alex Shepherd to shreds. However, Alex is not a beacon of restraint, as he will dip into his sadistic side to unleash gruesome finishing moves. When an enemy gets stunned, unleash a heavy attack using a heavy melee weapon and Alex will make his victims wish for a quicker death.

Quick Action

Silent Hill is an unpredictable environment where things often go from bad to worse in a heartbeat. To stay one step ahead of the darkness, you must think quickly on your feet and adapt to new circumstances. What this involves for the player is a series of "Quick Action" events that will test your reflexes. Repeatedly press the on-screen buttons during these Quick Action events and—with a little luck—Alex may make it out alive.

MAIN CHARACTERS

ALEX SHEPHERD

Age: 22

Sex: Male

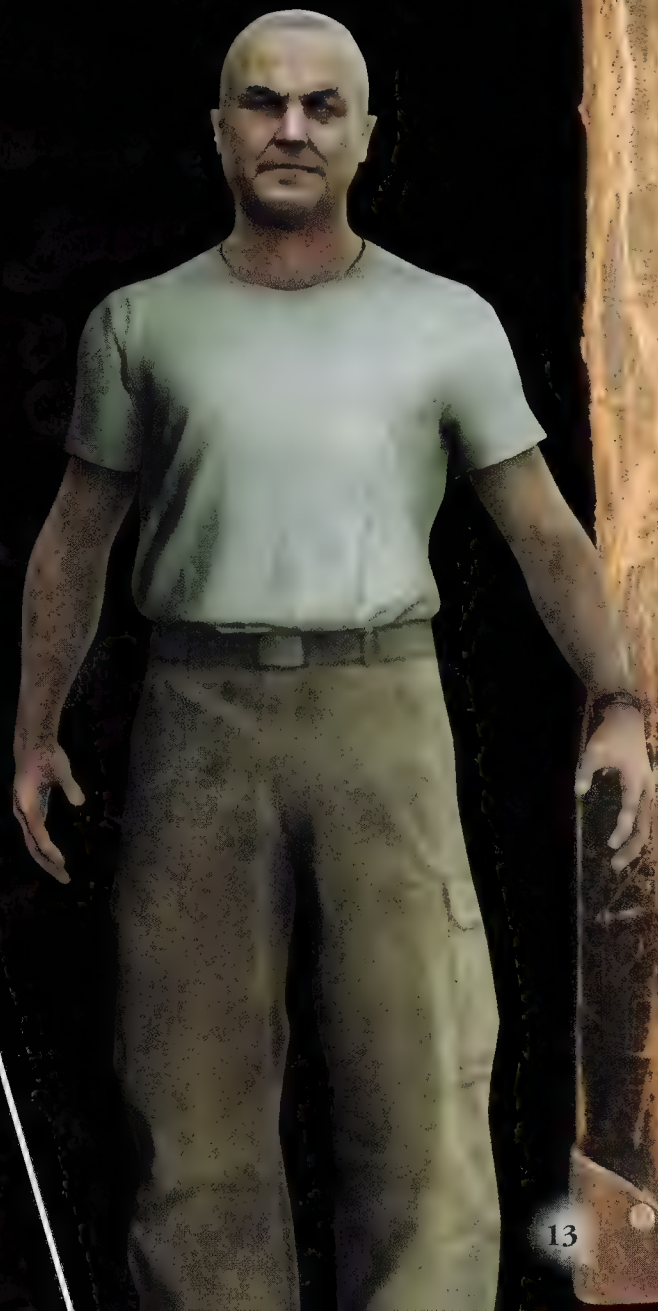
After a brief stint in a military hospital, Alex returns home on leave to find his entire world in shambles. He never had a happy home life, although Alex took his role as big brother seriously. He always wanted to do his best to watch after Josh. After having a series of nightmares about his little brother, Alex returns home to make sure everything is as it should be. He soon realizes things aren't right and sets out to find Josh.

JOSHUA SHEPHERD

Age: 9

Sex: Male

Alex's little brother, Josh, was always treated like the favorite son when they were growing up. The brothers got along well; Josh even seemed to idolize Alex. Now Josh is missing and he needs his big brother's help more than ever.

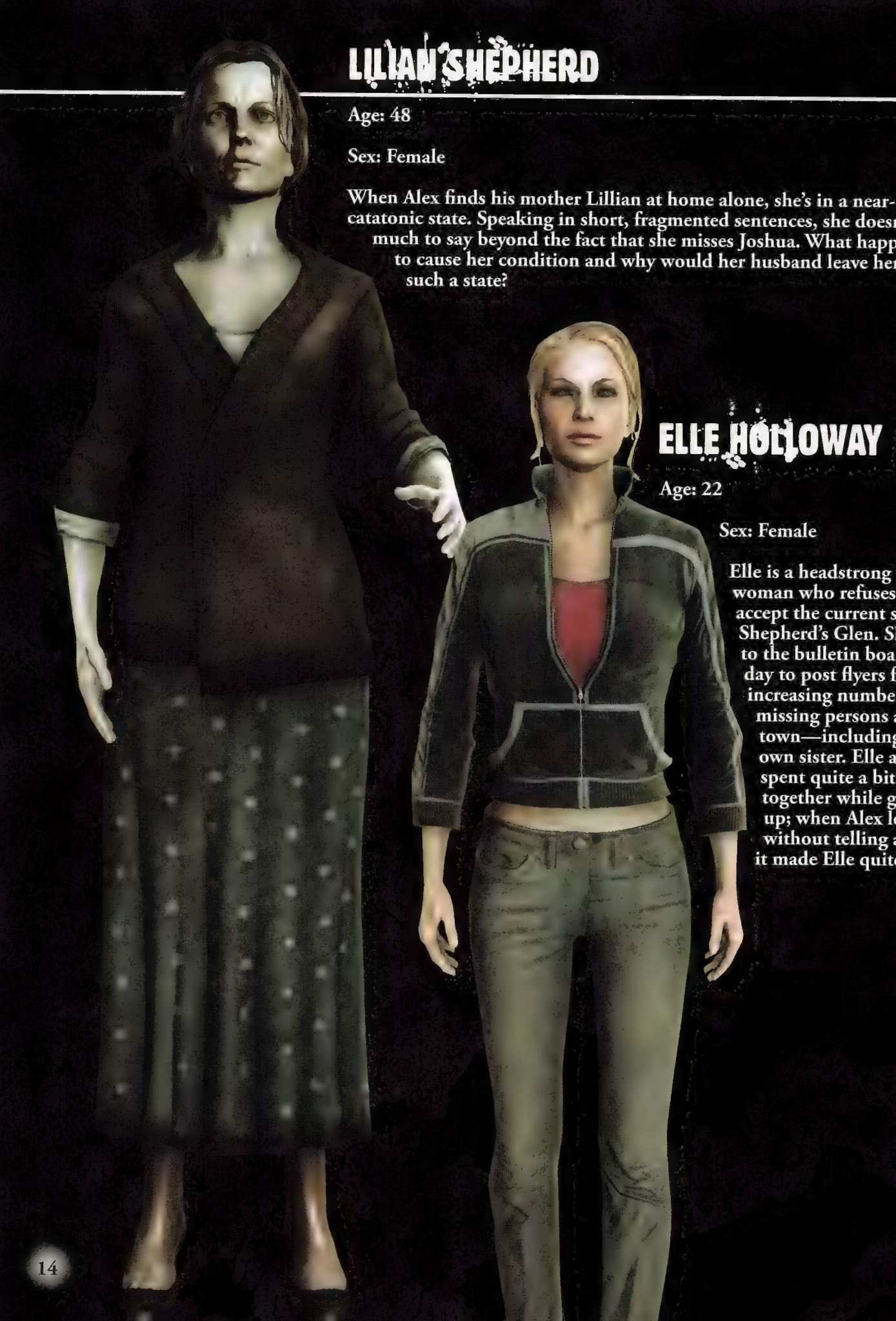


ADAM SHEPHERD

Age: 53

Sex: Male

The patriarch of the Shepherd family, Adam is a retired soldier who runs his household as strictly as he ran his platoon back in the service. Casting Alex aside, he focused his limited affection exclusively on Joshua. Adam serves as the town's Sheriff, although his current whereabouts are unknown. He has apparently left Shepherd's Glen in search of something…



LILLIAN SHEPHERD

Age: 48

Sex: Female

When Alex finds his mother Lillian at home alone, she's in a near-catatonic state. Speaking in short, fragmented sentences, she doesn't have much to say beyond the fact that she misses Joshua. What happened to cause her condition and why would her husband leave her in such a state?

ELLE HOLLOWAY

Age: 22

Sex: Female

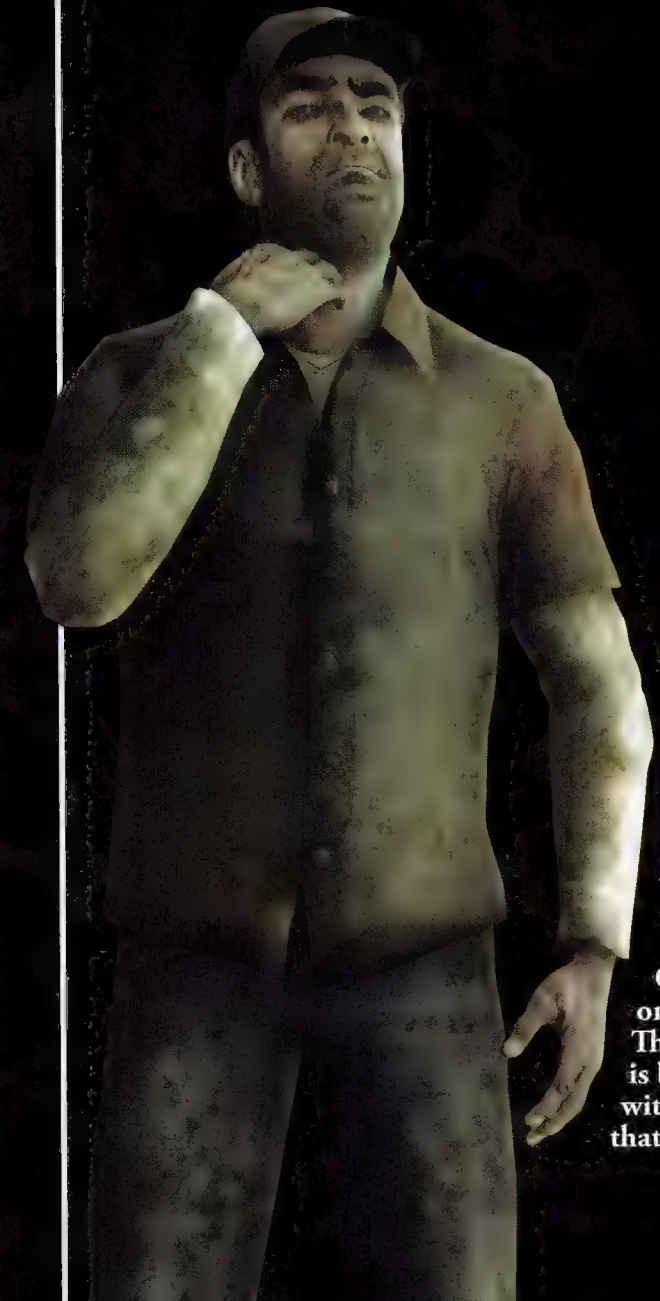
Elle is a headstrong young woman who refuses to accept the current state of Shepherd's Glen. She goes to the bulletin board each day to post flyers for the increasing number of missing persons around town—including her own sister. Elle and Alex spent quite a bit of time together while growing up; when Alex left without telling anyone, it made Elle quite upset.

DEPUTY WHEELER

Age: 50

Sex: Male

Although Deputy Wheeler works for Adam Shepherd, he has no clue as to his current whereabouts. Wheeler is suspicious by nature and subscribes to more than his fair share of conspiracy theories. Naturally, he has his own ideas about what's going on in Shepherd's Glen, but it remains to be seen how accurate those observations really are…



CURTIS ACKERS

Age: 41

Sex: Male

Curtis Ackers, who runs the local junk shop, prides himself on his ability to fix any gadget that might need "a-fixin'." The only thing he can't figure out is why every clock in town is broken. Curtis has a bad attitude and doesn't get along well with others, but Alex may need to find some way to get past that issue.

JUDGE HOLLOWAY

Age: 53

Sex: Female

Elle's mother is one of the few people in town who is still concerned about the town and its citizens. Her calm resolve is a great comfort to those few people who still remain in Shepherd's Glen.

MAYOR BARTLETT

Age: 49

Sex: Male

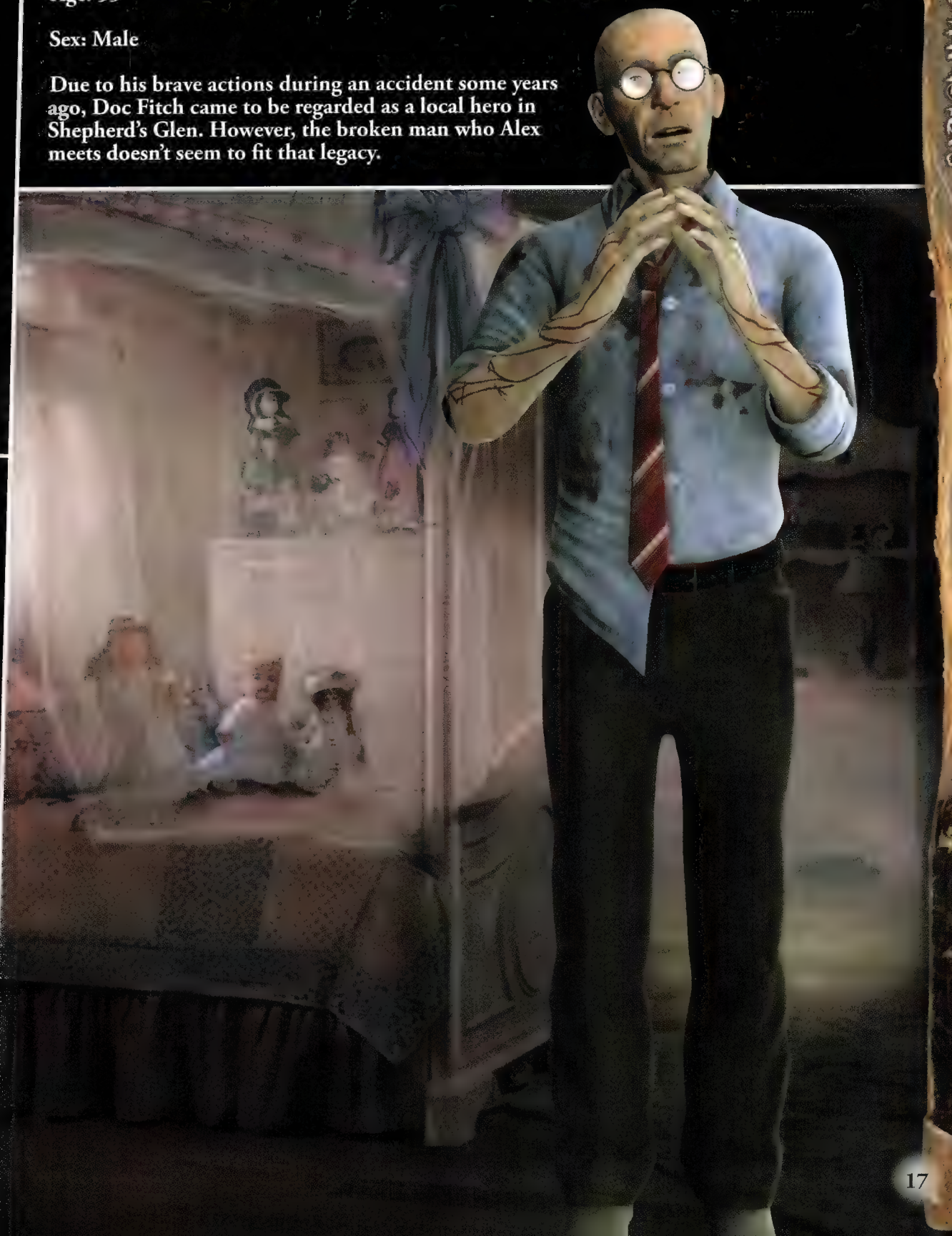
Once a respected figure in the community, Mayor Bartlett now spends his days in a drunken stupor. In fact, he now spends most of his time in the cemetery digging graves.

DOC FITCH

Age: 55

Sex: Male

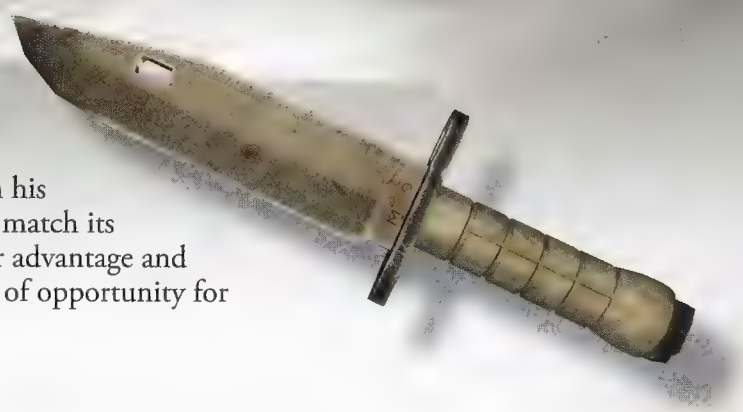
Due to his brave actions during an accident some years ago, Doc Fitch came to be regarded as a local hero in Shepherd's Glen. However, the broken man who Alex meets doesn't seem to fit that legacy.



WEAPONS & ITEMS

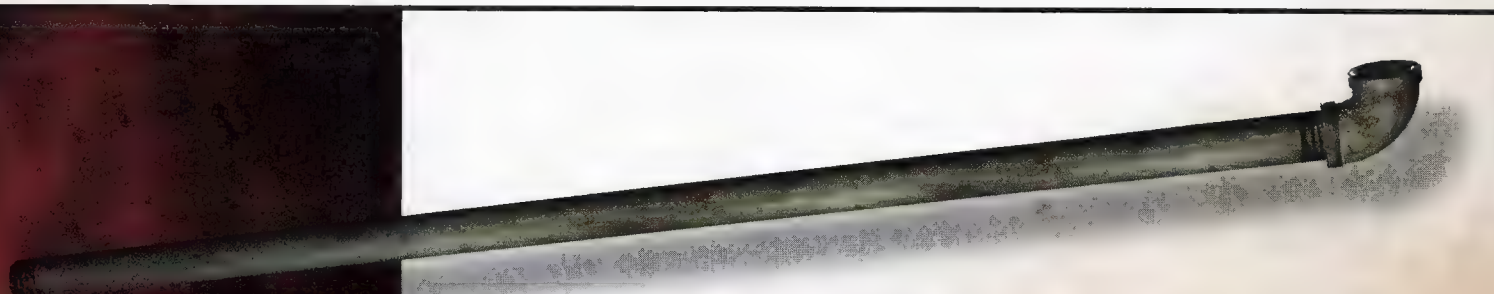
WEAPONS

There are several weapons that play a vital role in Alex's survival during his time in Silent Hill. Having a keen knowledge of these weapons and their usefulness will ensure a safer path through the game, if they're used properly.



COMBAT KNIFE

For a war vet like Alex, the Combat Knife fits neatly in his sturdy hands. Quick and deadly, no other weapon can match its speed. Learn to utilize the knife's rapid combos to your advantage and Alex can keep most enemies at bay leaving no window of opportunity for them to counter attack.



STEEL PIPE

The Steel Pipe reminds us that slow and steady often wins the race. The pipe delivers brutal blunt force attacks to its targets, but using it requires slow and tedious wind-ups. To wield the Steel Pipe successfully, you must understand the enemies' movements to know when precisely to strike. If the attack isn't timed properly, it may turn out to be a lethal mistake. Besides busting heads, Alex can also use the Steel Pipe to pry open doors and gates.

FIRE AXE

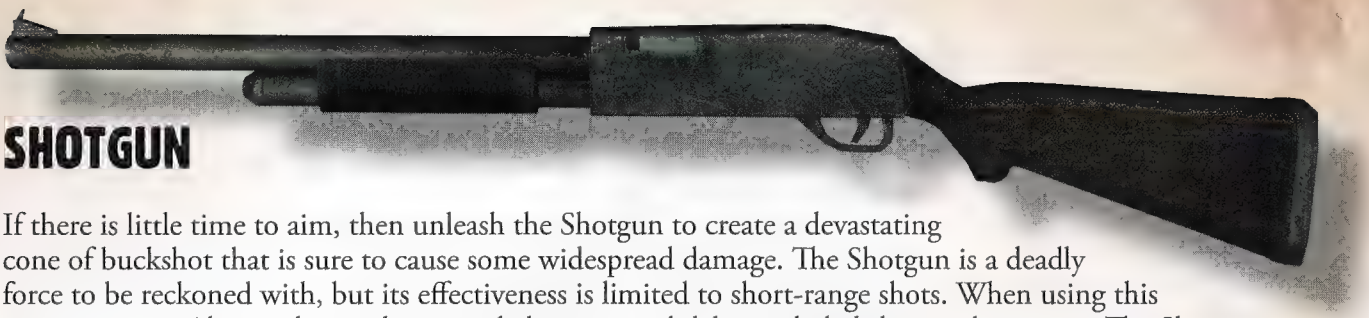
The Fire Axe quickly proves to be more useful than just an instrument for chopping wood. When the axe meets the fleshy foes of Silent Hill, it often results in a bloody mess. Much like the Steel Pipe, the Fire Axe offers slow yet powerful strikes and requires patience to wield correctly. Wait for openings in the enemies' movements, then unleash a fury of axe attacks that will leave them with a splitting headache. Don't think the axe is only good for carving flesh; it also comes in handy to chop down doors that are boarded up.

MK 23 HANDGUN

If Alex has one advantage over the monsters in this game, it's the fact that he has opposable thumbs that enable him to blast his enemies full of lead! The Mk 23 Handgun, the first handgun Alex acquires in the game, is a good starter firearm for learning the basics of ballistics. Study the monsters to learn their weak points (oftentimes their heads), then blast away.

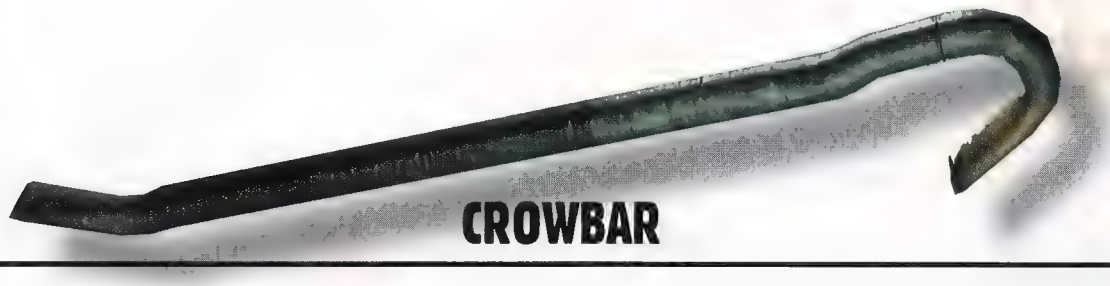
CONSERVE, CONSERVE, CONSERVE!

Memorize the mantra noted above. It is vitally important to conserve ammo throughout the game. Regardless of the weapon, make sure your shots are true and hit their intended target with lethal results.



SHOTGUN

If there is little time to aim, then unleash the Shotgun to create a devastating cone of buckshot that is sure to cause some widespread damage. The Shotgun is a deadly force to be reckoned with, but its effectiveness is limited to short-range shots. When using this weapon, move Alex in close to his intended targets and deliver a lethal shot to their cores. The Shotgun is so powerful that it will often knock back most enemies and even take down multiple enemies that are positioned close together.



CROWBAR

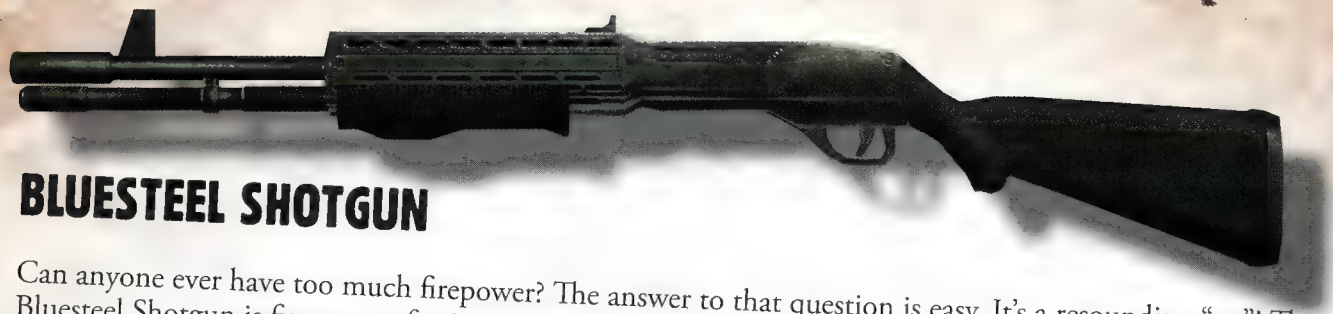
The Crowbar is a solid upgrade from the old Steel Pipe. The crowbar is sturdier and stronger than the pipe, plus it looks much cooler than a dull pipe. Use the Crowbar during close-range encounters with a foe and watch the target go down in half the time compared to the Steel Pipe!

CEREMONIAL DAGGER

This dagger is used for more than just ceremonies. The Ceremonial Dagger replaces Alex's trusty Combat Knife and allows him to kill his enemies with far more pomp and circumstance than ever before. Other than its overall looks, the Ceremonial Dagger operates just like the Combat Knife.

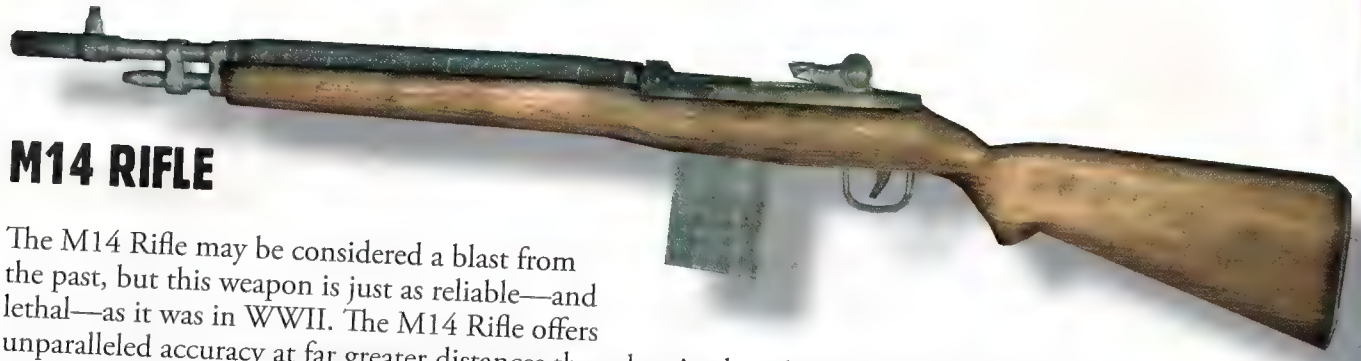
"CHROME HAMMER" PISTOL

The "Chrome Hammer" Pistol will quickly become your new best friend. This firearm will quickly turn any enemy into Swiss cheese due to its increased damage capability and its larger clip size. With this gun by his side, Alex should no longer fear the darkness...well, at least not as much.



BLUESTEEL SHOTGUN

Can anyone ever have too much firepower? The answer to that question is easy. It's a resounding "no"! The Bluesteel Shotgun is firearm perfection in the form of a beastly shotgun. It holds more shells and packs a destructive punch that will make the toughest foes tremble. Always keep this firearm locked and loaded in order to defuse situations that get too hairy.



M14 RIFLE

The M14 Rifle may be considered a blast from the past, but this weapon is just as reliable—and lethal—as it was in WWII. The M14 Rifle offers unparalleled accuracy at far greater distances than the pistol or shotgun could ever manage. Use this rifle to take down enemies from a safe distance, thus keeping Alex's hands clean and his health intact.

PULASKI AXE

The Pulaski Axe serves as the pinnacle of fine craftsmanship. The Fire Axe was nice, but the Pulaski Axe is designed to deliver the most destructive blows that anyone has ever seen. Use this axe to quickly divide foes into tiny little pieces. Like the Fire Axe, Alex can use the Pulaski Axe to chop down doors.

SPOILER ALERT!

If you're planning a return trip to Silent Hill, then read the rest of this section for information about two new available weapons. The gameplay will be even more enjoyable the second time through, as these new weapons will put a new "spin" on fighting the hordes of the otherworld. Refer to the "Secrets" chapter in this guide to learn the exact locations and requirements to use these handy gadgets.

CIRCULAR SAW

After witnessing the fun that Curtis had with the Circular Saw, who wouldn't want to take this death dealing machine for a spin? Alex can use the Circular Saw to cut down most beasts to size without much fear of retaliation. The Circular Saw has short range and an extremely slow wind-up speed, so only use it when Alex has the upper hand against his foe.

LASER PISTOL

After picking up the Laser Pistol, Alex instantly becomes the toughest guy in town. The Laser Pistol is the ultimate harbinger of death, as it is capable of felling anything with a single shot. With its unlimited ammo, feel free to light up the streets of Silent Hill with the ultimate laser show.

TOOLS FOR SURVIVAL

Throughout the game, Alex will need to rely on several items that are scattered about the environment. Some of these items will heal his wounds, while others (like ammo) will help him fend off the nefarious foes creeping about the darkness.

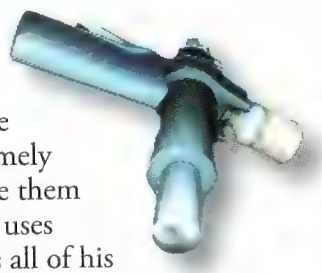
HEALTH DRINK

The Health Drink is like chicken soup for the bloodied and shattered soul. This magical concoction will help heal Alex's minor wounds by replenishing a small amount of his health.

FIRST AID KIT

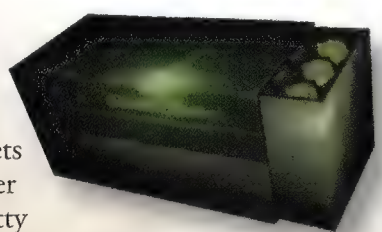
When a Health Drink just isn't enough, the First Aid Kit serves as the ultimate concoction. This item is powerful enough to bring Alex back from the brink of death. The First Aid Kit will heal all of Alex's minor and major wounds by refilling a large amount of his health.

SERUM



Think of Serum as an extra life in a syringe. These mysterious brews are extremely difficult to find, so only use them as a last resort. When Alex uses one, the Serum replenishes all of his health and provides a brief moment of temporary invulnerability.

AMMUNITION



What good is a gun if Alex doesn't have bullets to fill for it? The answer to that question is pretty obvious. To maintain an advantage against the beasts of Silent Hill, Alex must have plenty of ammo. Keep in mind, though, that conservation is always important. Search all the dark corners and alleyways to uncover extra ammo, which will allow Alex to always stay locked and loaded.

KEY ITEMS

The following items are used to solve many of the puzzles, traps, and snares that have been set in Silent Hill. If you want to play the game and discover these items on your own without prior knowledge, then you should skip this section for now.

X-RAY FILM

Who knew that X-Ray Film could be used as scratch paper? Apparently the doctors at Alchemillia Hospital did! Hidden in the film is a code used to unlock one of the hospital's restricted areas.

GARAGE DOOR OPENER

Not everything in Silent Hill is evil. The Garage Door Opener is rather innocent and exists only to serve Alex's desire to open garage doors; use it without fear.

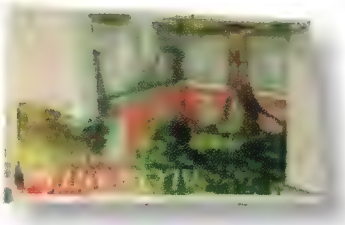
GAS CAN

The Gas Can, located in Alex's garage, serves the useful purpose of holding gasoline. Fill up the Gas Can and Alex can take his fuel on the road, just in case he finds anything in need of gas.

STRANGE & ODD STONE PLATE

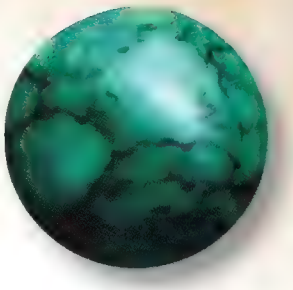
These plates are both strange and odd, but when put together they will make an amazing key! Find them in the Shepherd's Glen graveyard to open a locked gate.

THE THREE MEMORIES



There are three memories etched upon three different postcards hidden throughout the Grand Hotel. Find the postcards and maybe they can make a certain someone just a little less crazy...

BIRTHSTONES



Several small birthstones are hidden throughout the streets of Silent Hill. Collect these small gems and return them to Dargento Cemetery; a special hidden prize awaits the gems' return.

SCARLET'S DOLL

Scarlet's Doll is at one moment scary and then at the next, it is the embodiment of all the terrors and abominations of hell itself. Be very careful with this porcelain doll, as there is more to it than meets the eye.

CANDLE

Found in one of the Church chapels, this Candle is not meant for providing light; instead, it is used for solving a puzzle. Find a place to put the Candle to discover one of the church's secrets.

MASKS OF EMOTIONS

These masks wear their hearts on their sleeves and each one displays a single emotion. Collect them all and play "match the mask" to the appropriate corpse to let Alex live another day.

THE FIVE PRONGS

There are five prongs inside the church that can be used to unlock the massive church organ. To discover the real use of the prongs, however, Alex must learn to understand their symbolic meanings.

COLLECTION OF KNIVES

Alex's father's hunting knives are scattered throughout the hellish version of Alex's house. After collecting them all, Alex discovers that one doesn't exactly match the others... What could this mean?

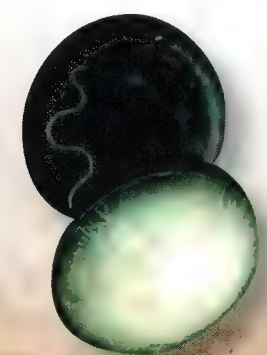
HEART OF DARKNESS MEDAL

This is one of three medals that Alex acquires throughout the game. The other two (Vile Acts and Fallen Star) are required to solve a puzzle in The Attic.

FLASHLIGHT

The trusty flashlight enables Alex to scour the deep, dark crevices for hard-to-find items. Plus, it obviously comes in handy for getting around the dark, dank confines of Silent Hill and Shepherd's Glen.

WIRE

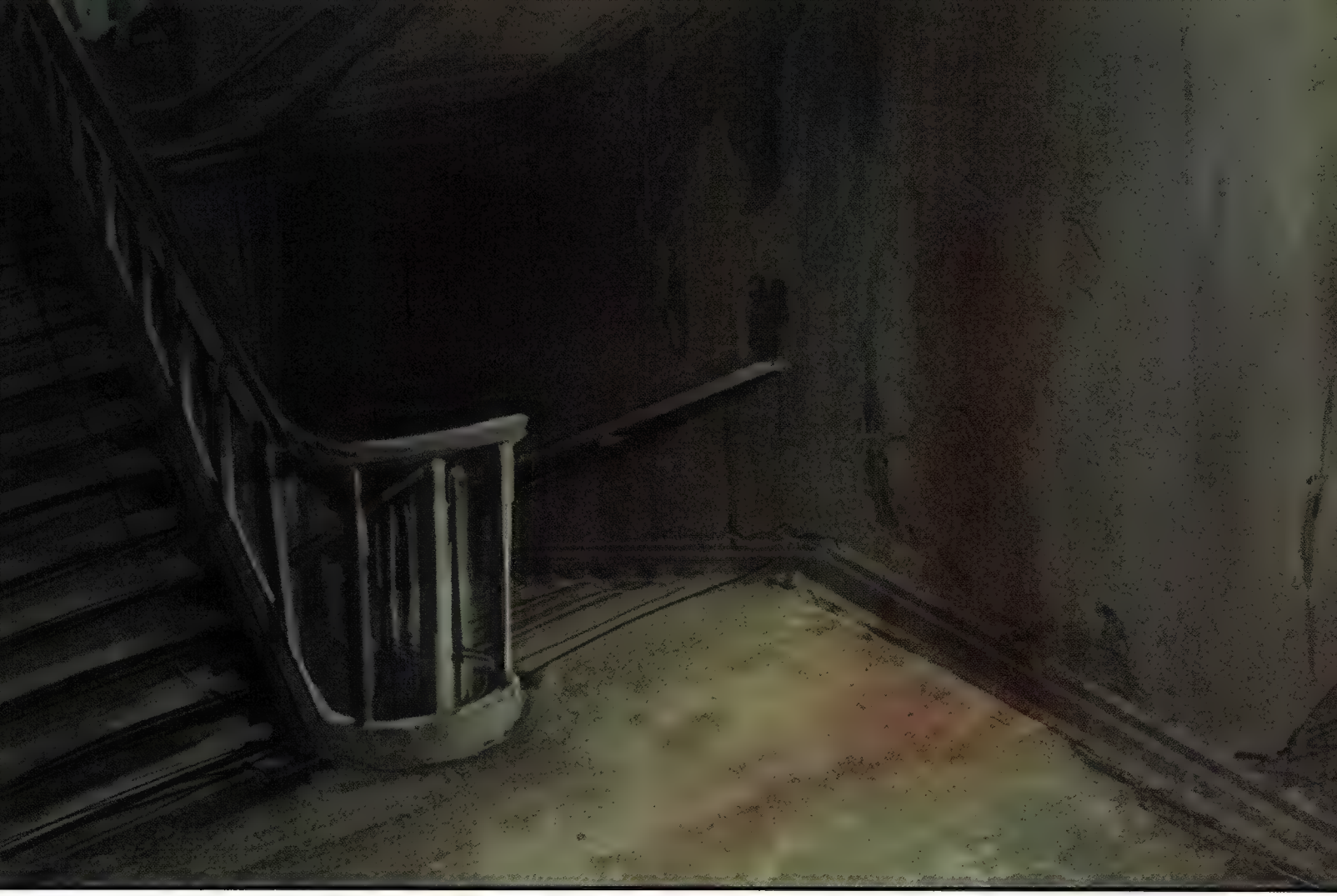


One of several wires needed to solve a puzzle. Once all of them have been found, Alex must return them to rewire the device back to working order.

ROBBY THE RABBIT

This rather odd-looking toy appears several times throughout the game. Alex first encounters it while exploring his parent's bedroom. The poor rabbit is soaking in a bloody bathtub.

WALKTHROUGH



Map Data

The maps in the walkthrough contain a variety of callouts, some of which are graphical in nature. While using the maps in the walkthrough, you can refer to the following section as a reference to determine one icon from another. Note that the "ammo" icon refers to *all* kinds of ammo, not a specific kind. Also, the various weapons are shown graphically.

Health Drink. .

First Aid Kit .

Serum . . . . .

Ammo. . . . .

Save Marker . .

Combat Knife. . .

Steel Pipe. . . .

Fire Axe. . . . .

MK 23 Handgun . .

Shotgun . . . . .

Crowbar . . . . .

Ceremonial Dagger .

"Chrome Hammer" . .

Bluesteel Shotgun .

M14 Rifle. . . . .

Pulaski Axe . . . .

HOSPITAL

Sirens and bombs are exploding inside Alex Shepard's head. Visions of his past still haunt his present, but these horrors can't compare to the circumstances to which Alex has awoken. Strapped against his will to a hospital gurney, Alex is being wheeled through a dilapidated hospital that is being used as a funhouse of death.

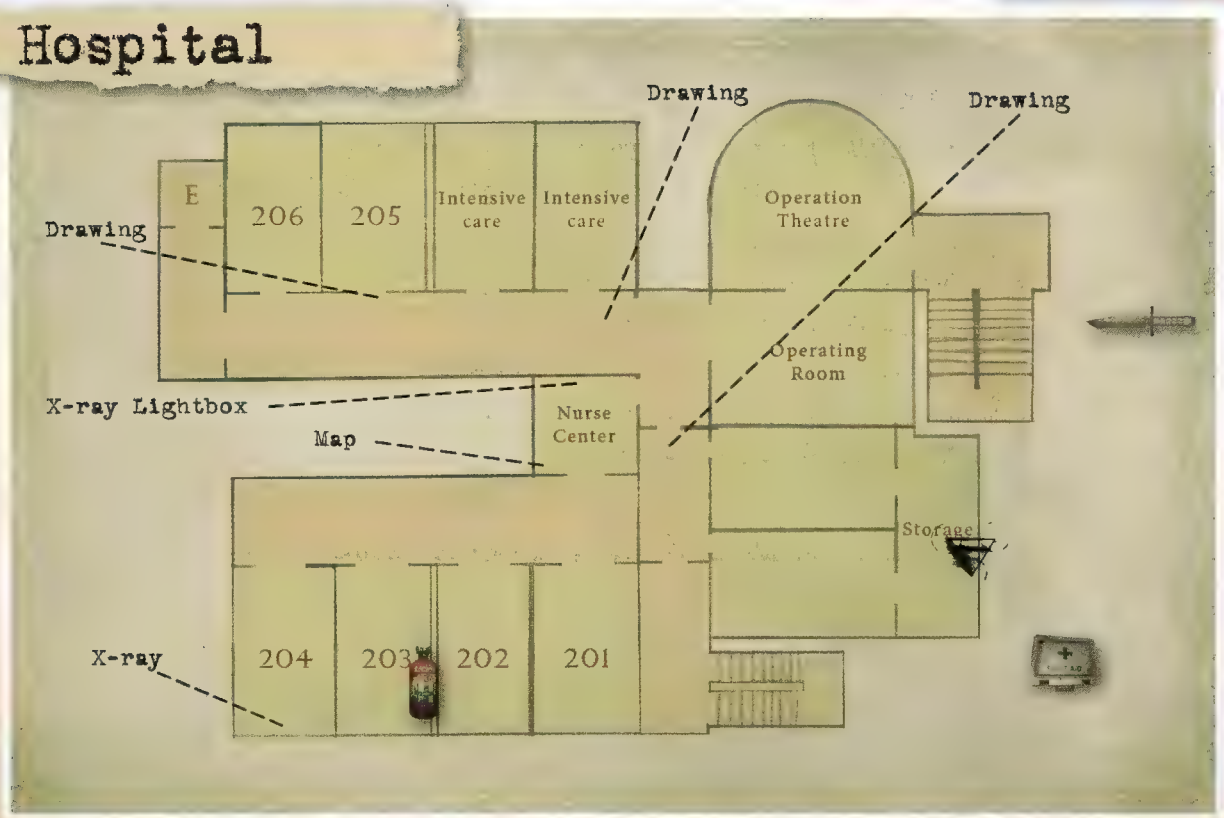
POST-OP CARE

OBJECTIVE 1:
Escape from the hospital . . .

OBJECTIVE 2:
Follow Joshua . . . . . .

OBJECTIVE 3:
Find Joshua's toy. . . . . .

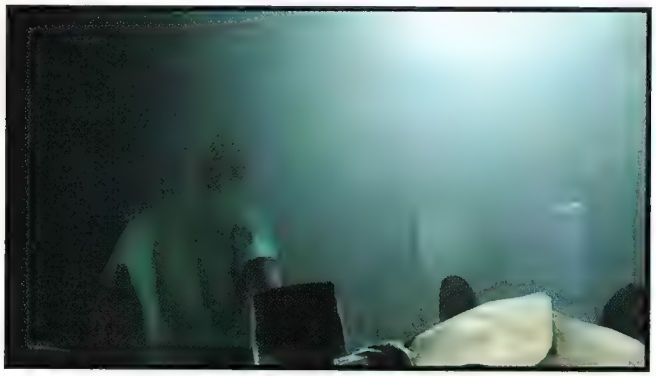
Hospital



ESCAPE FROM THE HOSPITAL

Bedridden

The mysterious doctor finally leaves Alex alone, but as soon he departs, he gets assaulted by an unknown entity. The doctor is skewered, left for dead. Alex must hurry if he wants to make it out alive. Repeatedly press the button that appears onscreen to make Alex escape the confines of his gurney. As soon as he is free, access the inventory and turn on Alex's flashlight.



CONTEXT-SENSITIVE EVENTS

To survive in Silent Hill, you must be quick on your feet and adapt to the ever-changing environment. This means that in certain situations, you must quickly perform context-sensitive actions in order to survive certain events. Simply press the corresponding buttons that appear on-screen and, if successful, Alex will act accordingly to escape the situation.

A Doctor's Memo

The patient in room 206 is scheduled to undergo a trans-orbital lobotomy tomorrow. I've mandated that the following medications be doubled on the day of the procedure...

The door to the left is locked, so use the double doors to exit the room and head directly into the adjacent room. Turn to the right and leave the room with the iron lung to enter a small hallway with an iron gate segmenting it. Once in the hallway, turn left toward the iron gates and walk toward its entrance to get a better view of its lone inhabitant.

Missing Patient Bulletin

Room 205, patient went missing, last seen in the day room after a confrontation with another...

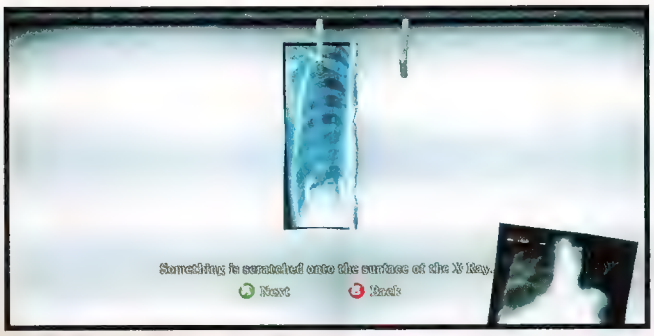
WEAPONS AND INVENTORY

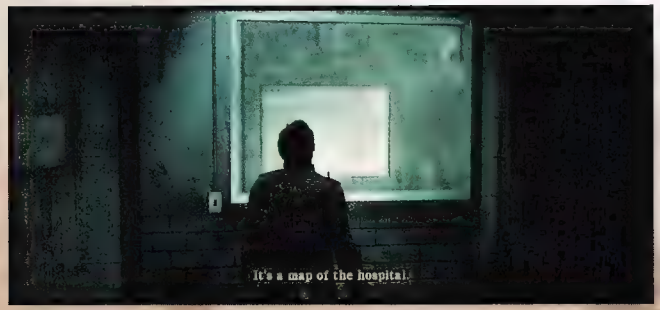
You can access Alex's weapons and items by pressing either the Inventory or Weapons Wheel Buttons. From the Inventory Wheel, you can access key items and health kits. By using the Weapons Wheel, you can access all of Alex's weapons as well as his flashlight and radio.

---------- Troubled Youth ---------

A boy sits in the hallway drawing a picture. Between fits of laughter, he quietly whispers for Alex to "come over". The cell is currently locked, so locate the keypad to the right of the gates. This keypad unlocks the cell door, but Alex must search for the keycode to save this troubled child.

Exit the hallway through the door to the right and enter the next room. Examine the X-Ray lightbox to discover the first three digits of the keycode: **624**. After examining the X-Ray, move to the other side of the room and investigate the map on the bulletin board.



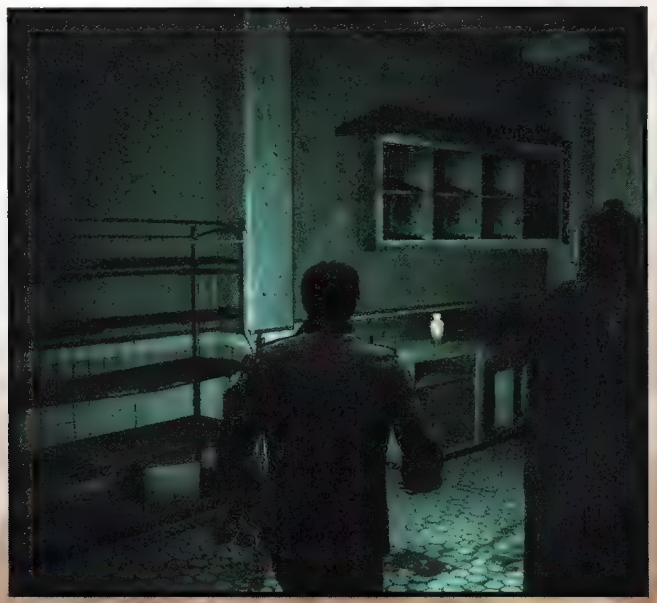


THE MAP

The Map may very well be the most invaluable tool in the game. At anytime in the game, you can access the map to learn Alex's current location and the places where he has or has not been. While progressing through the environment, the map is updated to indicate which doors are locked and which ones are unlocked.

Use the map and Alex's notes if you get lost or are uncertain where to go.

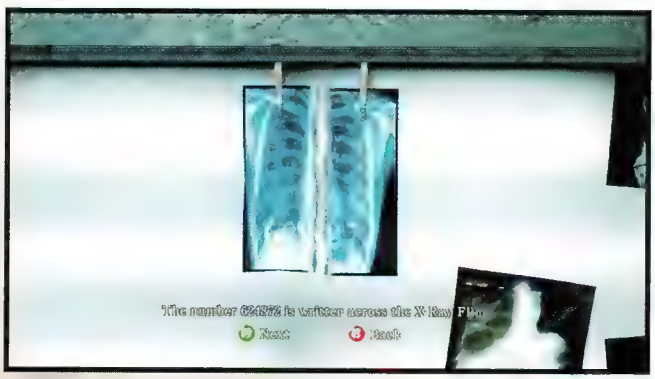
Exit the Nurse's office and head down the hallway. Enter the third door on the left; Alex hears an infant crying as he gets closer to the door. Enter the infant care room and move past the incubators toward the countertop on the left. Pick up the **Health Drink** on the counter, then move toward the broken window on the other side of the room.



A Page from an Incident Report

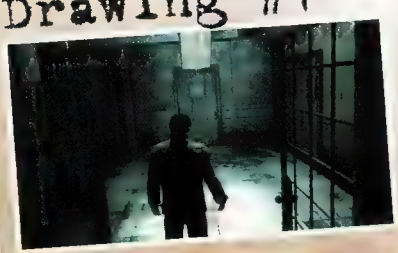
...the patient proceeded to leap through the window and then ravaged the adjacent room. The patient was not responsive to verbal commands. Three staff members eventually subdued the patient. The patient entered a catatonic state and stopped responding to outside stimuli. Restraints were unnecessary during the following week's electroshock therapy sessions.

Hop over the broken window to enter the next room. Once in the room, turn to the left and grab the second piece of the **X-Ray Film** and exit the room by hopping back over the broken window. Return to the Nurse Center and combine the new piece of X-Ray Film with the old one still left in the light box. After combining the two pieces, jot down the keypad code of **624872**.



Exit the Nurse Center and return to the hallway with the child and the keypad. Enter 624872 into the keypad, then enter the hallway through the newly-unlocked gate. Alex recognizes the child as Joshua, but why he is here is unclear. Joshua escapes and heads toward the room at the end of the hallway. Follow him and enter through the same door.

Drawing #1



Before Joshua took off into the darkness, he was creating one of his numerous masterpiece drawings. To begin Alex's drawing collection, pick up the drawing he left behind.

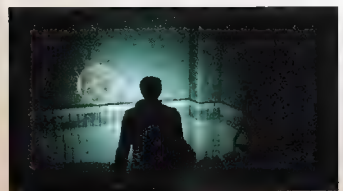
FOLLOW JOSHUA

---------- On the Run ----------

Joshua escapes once again through another door. Continue the chase and follow him into the next room. Head down the hallway and enter the door on the left to discover the Ladies' Room. Once inside, head toward the mirror and grab the **Combat Knife** that is stuck in the mirror. After doing so, the world around Alex begins to transform and his waking nightmare becomes much more hellish.

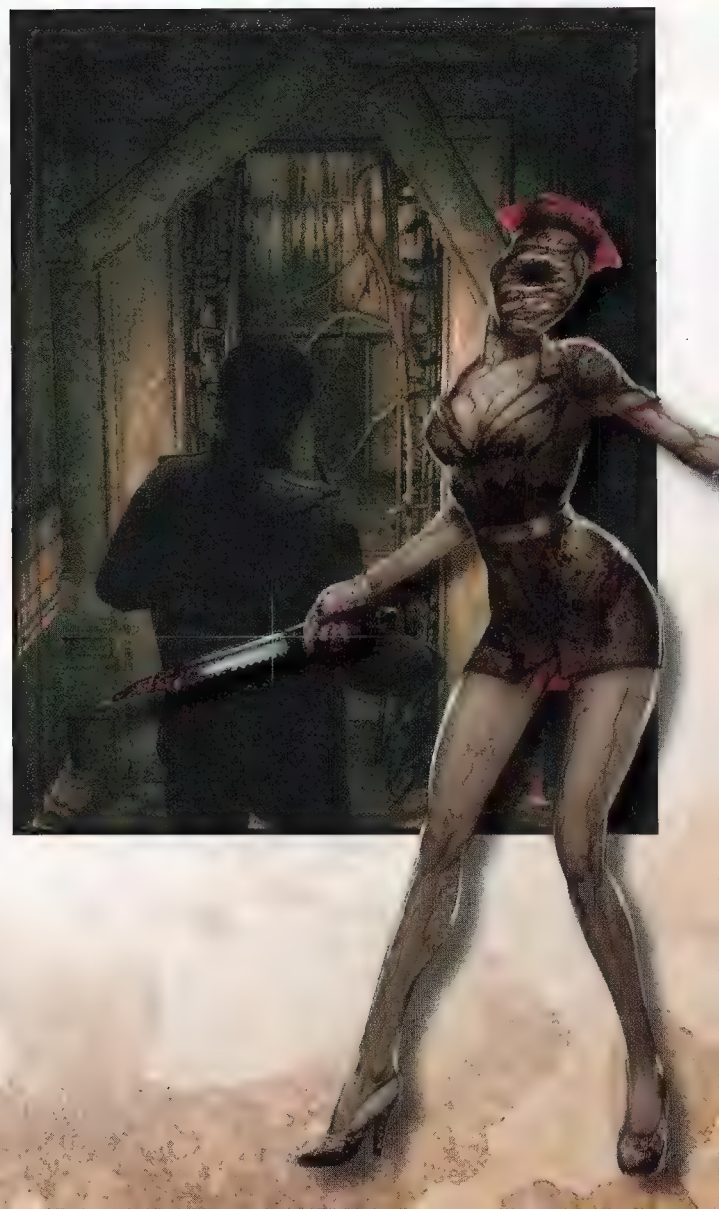
SAVE POINTS

Hidden throughout Silent Hill are mysterious Save Markers that allow you to save your progress. Approach these at anytime to save the game.



--------- Welcome to Hell ---------

Once the room stops devolving, Alex discovers that he is no longer alone in the bathroom. Suddenly, a disfigured Nurse emerges from one of the stalls and attacks Alex. After Alex eliminates the Nurse, enter the stall she was just in and squeeze through the hole in the wall to enter the adjacent room.



COMBAT

To make it out of Silent Hill alive, it is important to learn how to fight the ghastly hordes that stand in Alex's way. Hold the Combat Stance Button and unleash combos of fast and strong attacks until the enemy dies. In between combos, don't forget to dodge an enemy's attack by pressing the Defense Button.

Grab the **First Aid Kit** on the other side of the room and save at the Save Marker next to the mirror. Exit the Men's Room through the door at the end of the stalls. Next, turn left and pass through the door straight ahead. In the adjacent room, turn left and head to the top of the stairs. The door is locked, so break the glass window to the left to reach the next room.

Doctor's Note

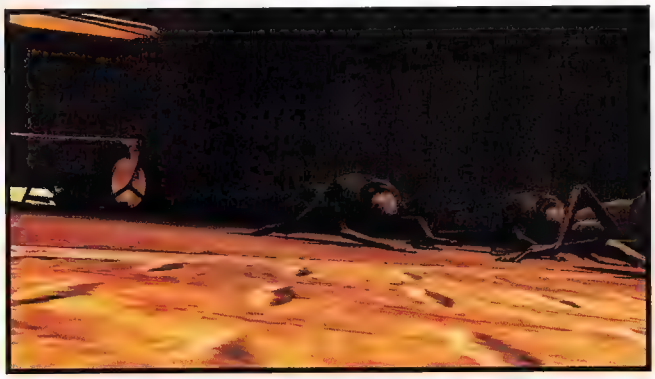
The doctors say that I'm unable to discern fantasy from reality… but I think they know what's going on around here. I saw those demons murder the other patients. I want to escape from this cursed place, but I don't dare venture into the light. It seems that they're attracted to light. That's why people who need light to see are their natural prey. They also react strongly to sound. If you want to go living, you'd be better off just sitting in the dark and staying quiet. But even that probably won't save you.

PROTECTED BY THE DARK

Enemies in Silent Hill are attracted to sound and light. If you turn off Alex's flashlight and remain silent in the shadows, most enemies will be oblivious to his position. Use this temporary sanctuary to plan upcoming attacks and wait for the perfect moment to strike.

There are two Nurses inside the room waiting to attack Alex. Enter combat stance and carefully dispatch each enemy. Don't focus on one Nurse for too long, though, or the other one may sneak up and attack. When both Nurses are history, return to the back of the room and locate a fleshy canvas in the wall.

Press the Action Button to slice through the fleshy membrane, then squeeze through the hole in the wall to enter the patient's quarter. Save your game at the Save Marker, then exit through the door. Proceed down the hallway, past the gurney, but be advised that the hellish Swarms will gather around Alex right away. Dispose of them by using fast attacks to squash the bugs on the floor until none remain. If any of the foes become attached to Alex, press the Dodge Button to throw them off. Enter the room on the left and grab the **Health Drink** on the shelf. Walk to the other side of the room and then exit through the door on the far side.



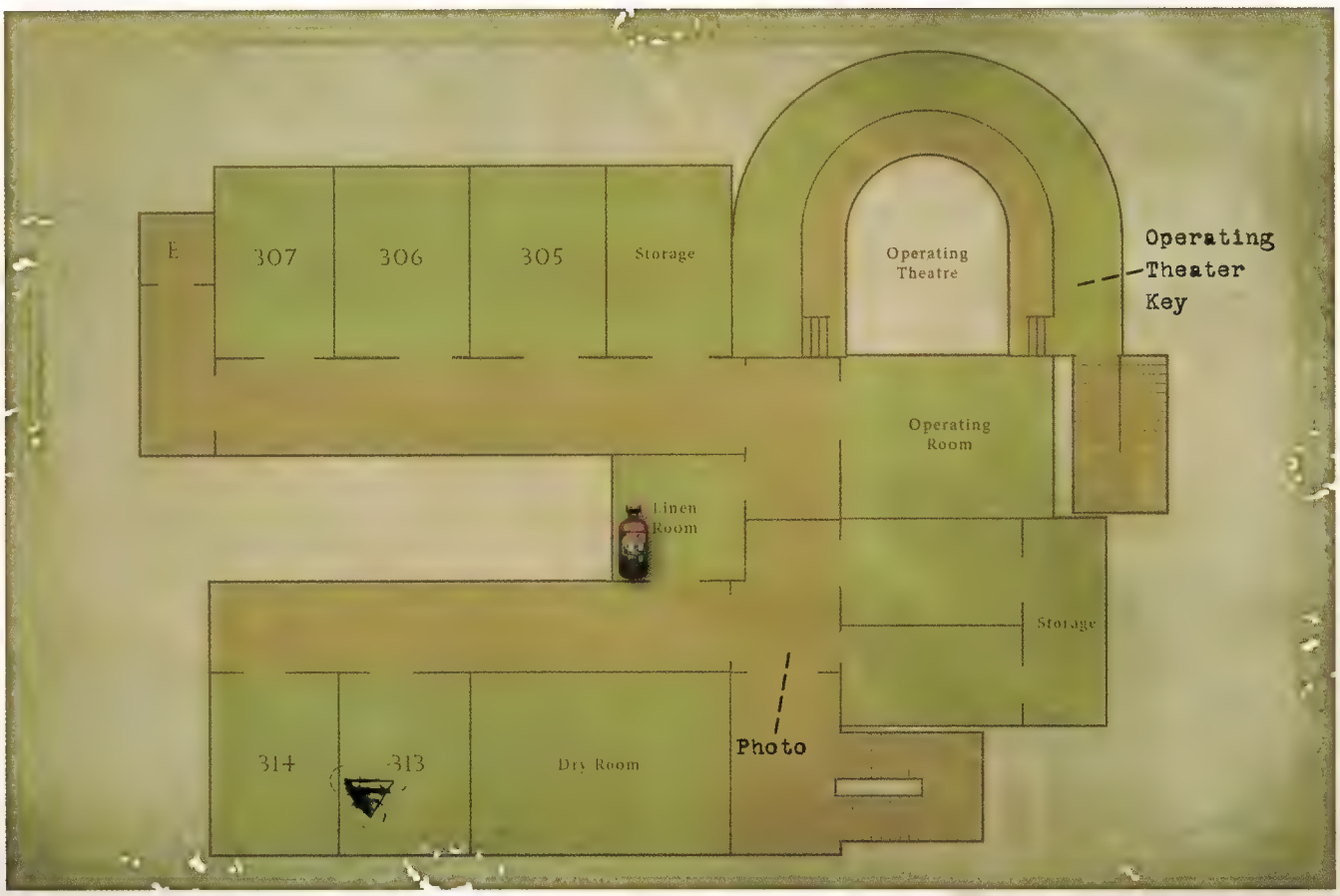
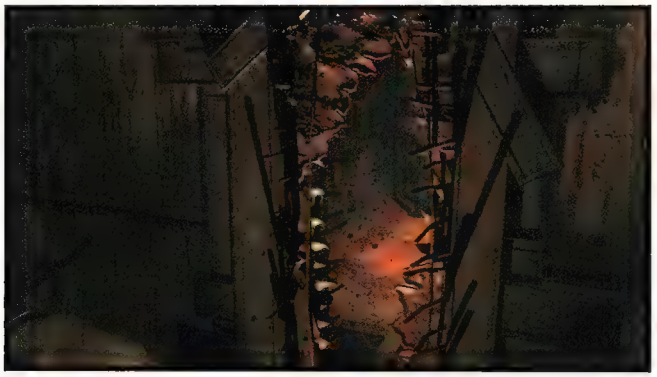


Photo #1

Turn right and enter the next room through the iron gates. There is a photo of Joshua's Robbie the Rabbit doll resting on the gurney at the end of the hall.

Proceed through the door just opposite the iron gates and follow the path that leads to a ledge where Alex can drop down. Press the Action Button to drop into the Operating Room and prepare to fight the trio of Nurses hovering over the corpse. Fight the Nurses with Alex's back toward the wall to prevent an attack from behind. Stay on the move so that you can fight the Nurses one-on-one for safer results. After the fight, walk to the back of the room and locate another fleshy gap in the wall. Cut through the flesh and squeeze into the next room.



Next, proceed up the stairs to find another corpse on a gurney. Examine the corpse and take the **Operating Theater Key** from the corpse's hand. Return to the Operating Room and use the Operating Room Key on the padlock strewn across the double doors. After doing so, pass through the double doors.

Drawing #2

After sliding through the fleshy gap, locate the single drawing in front of Alex. Grab it to continue your collection of Joshua's photos.

SCHEDULE OF TREATMENT

TYPE Electroshock DOCTOR Copen

Doctor's signature is required after each entry.

MONDAY 9:00 a.m. (signed) Dr. Copen

TUESDAY 9:15 a.m. (signed) Dr. Copen

WEDNESDAY 9:00 a.m. (signed) Dr. Copen, 5:00 p.m. (signed) Dr. Copen

THURSDAY 9:15 a.m. (signed) Dr. Copen

FRIDAY 9:00 a.m. (signed) Dr. Copen, 5:00 p.m. (signed) Dr. Copen, 11:00 p.m. (signed) Dr. Copen

SATURDAY

SUNDAY

Comments: Treatment has yet to achieve desired results. Patient is non-responsive. Please administer pureed foods only.

A Note on Electroshock

...setting the electroshock machine beyond the seizure threshold has yielded impressive results in the patients. The most violent and depressed patients are rendered completely docile... The only side-effects have been minor: memory loss, some dislocated bones, one fractured leg, and a patient bit off his tongue. This accident was quite a nice side-effect, as this particular patient was also one of our noisiest. I've instructed the doctors to continue with this intensity level for all treatments.

Exit this room through the second set of double doors, then cross the hallway to find Joshua. Press the Action Button to speak to him. Whichever dialogue path you select, Joshua leads Alex to the same objective: Find Joshua's toy.

FINDING JOSHUA'S TOY

------ The Search for Robbie ------

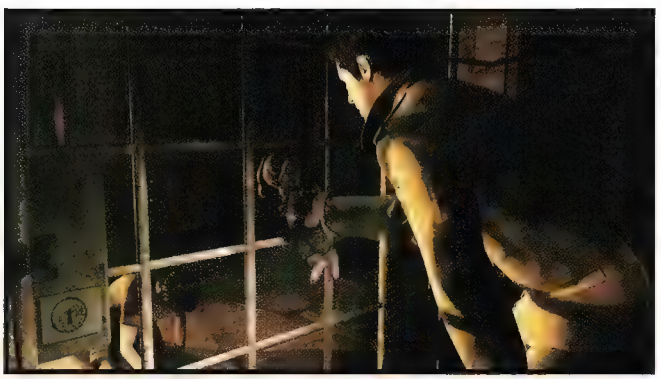
Leave Joshua behind and enter the door to the left of Joshua's hallway. Grab the **Health Drink** on the shelf and save your game at the Save Marker. Leave the room through the door opposite of the Save Marker to enter the next hallway. Walk down the hallway and enter the door on the left across from the illuminated fan vent. Alex enters just in time to watch Robbie get pulled into a bloody hole in the wall.

Drawing #3

Don't move too quickly! Before sticking Alex's hand into the bloody hole in the wall, pick up another one of Joshua's drawings. This one is located directly to the right of the bloody hole.

Advance to the bloody hole in the wall and press the Action Button to reach inside. But something grabs onto Alex's arm; fight back by quickly pressing the on-screen button to escape almost certain death. A successful escape results with Alex coming back with Joshua's doll. If he's unsuccessful…well, just make sure that Alex succeeds!

While returning toward Joshua, Swarms emerge in the room and the hallway. Make sure to stamp them out before they can become a real threat. Once Alex is back with Joshua, access the inventory screen to give Robbie to Joshua.



Joshua is not as happy to see Robbie as Alex would have liked. Joshua makes a break for the elevator at the end of the hallway, and the iron gates open up for Alex to chase after Joshua.

Follow Joshua down the hallway to the closed elevator. Press the button to the left of the elevator to make Alex enter the elevator and leave the hospital behind.

Room 205, patient went missing, last seen in the day room after a confrontation with another…

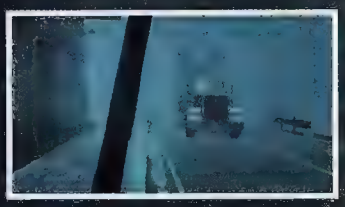
Drawing #4

Drawing #5

Joshua leaves two drawings in the hallway after he takes off for the elevator. One drawing is on the floor where he was sitting, while the other one is on a door on the right side of the hallway.

MISSING PERSONS

After a nightmarish trip through Alcheamilla Hospital, Alex wakes up in the passenger seat of a stranger's truck. As a soldier on leave, Alex has hitched a ride back to his hometown of Shepherd's Glen. It has been a long time since Alex has returned home; things are bound to have changed.



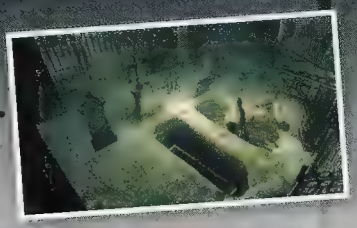
HOMECOMING

OBJECTIVE 1:
I need to go home.

OBJECTIVE 2:
Explore the house . . .

OBJECTIVE 3:
Drain the water in the basement. . .

OBJECTIVE 4:
Search the graveyard and surrounding areas. . .



OBJECTIVE 5:
Find someone who can fix guns . . . .

OBJECTIVE 6:
Find Mayor Bartlett. . .

Shepherd's Glen

The Long Road Home

After being dropped off in Shepherd's Glen, walk down Main St. until Alex stops to examine the local monument in front of the Town Hall. Judge Halloway appears for a surprise visit and the Judge and Alex catch up on old times. Halloway lets Alex know that many of the people he once knew still live in Shepherd's Glen, as no one ever seems to truly leave the town. Halloway suggests that Alex should head home before doing anything else and let his Mom know that he has returned.

150th Anniversary Parade

SHEPHERD'S GLEN 150TH ANNIVERSARY CELEBRATION

Saturday and Sunday, September 20th and 21st

2 BIG DAYS-RAIN OR SHINE

Events kick off Saturday with a Parade down Main St. 10 am.

FOOD-GAMES-RIDES-DUNK TANK FEATURING MAYOR BARTLETT!

Period Costume Contest-Prizes will be awarded!

Live Music and Entertainment by Eye of the Storm

Admission is free. Bring the Kids!

Access the map and look for the building with the circle on it. This circle indicates Alex's destination, his childhood home, and helps guide him in the thick fog. Use the map for assistance and head down Craven Ave. toward Alex's house. Upon arrival, head up the stairs and enter the front door.

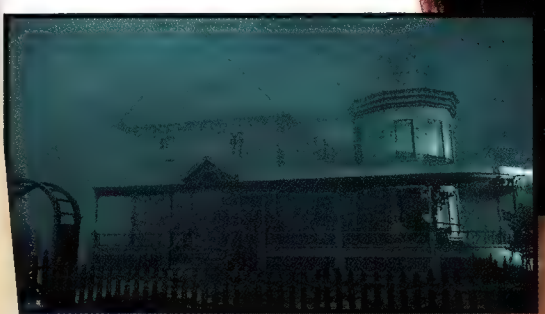


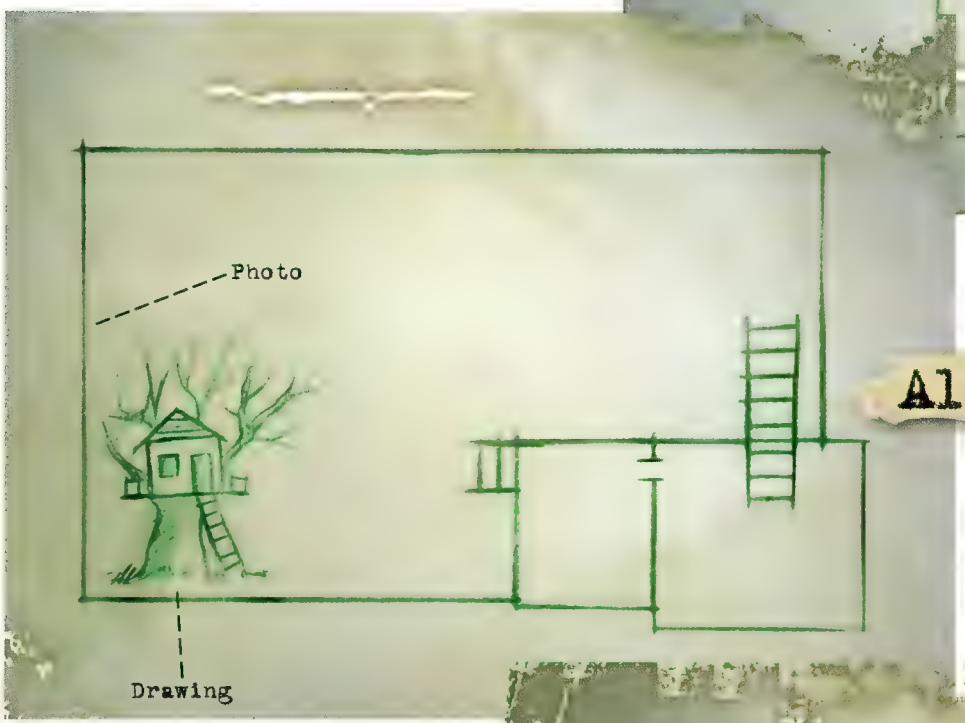
Photo #2

Instead of heading home as told by Judge Halloway, enter the Town Hall and search the main lodge to discover a photo resting near the main pulpit.

EXPLORE THE HOUSE

Alex's Attic

Alex's Backyard



Alex's Basement

Alex's House 1ST Floor

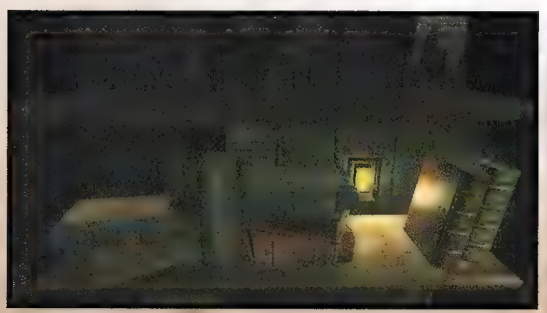
Alex's House 2ND Floor

--------- Home Sweet Home---------

No one seems to be home at the moment, so explore the house and pay close attention to all the photos on the walls. For some reason or another, all the photos of Alex are missing… After thoroughly exploring the house, head upstairs and enter the first door on the left.

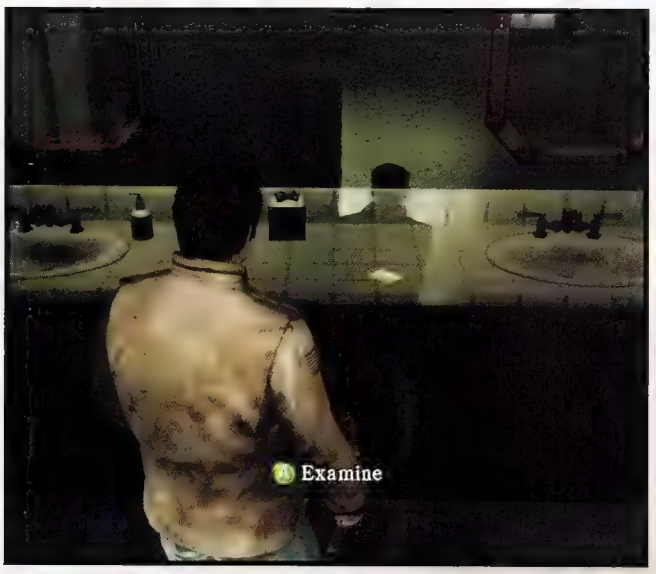
Grab the flashlight resting on the lower bunk bed. After doing so, memories from the past come rushing back to Alex. It turns out that Alex used to share this room with Joshua and that Alex gave Joshua the flashlight as a way to keep nightmares at bay.

Next, investigate the bookshelf on the other side of the room to make Alex reorganize the books. Move all the books to the left side of the shelf to reveal a hidden latch. Press the Move Button to push the shelf aside, exposing a hidden room.



Enter the secret room and pick up the **Area Maps** on the old wooden crate. These somewhat rudimentary maps, actually crayon drawings of the house, will be a big help when things in the house begin to go awry.

Leave Joshua's room and enter the master bedroom at the end of the hall. There is a letter on the nightstand to Alex's Dad that his mother never sent that causes Alex to remember how his mother never sent him letters in boot camp. Move to the back of the room and open the door to the bathroom. Pick up the **Cassette Tape** on the bathroom counter and go back downstairs to the living room.



A Letter to Adam

Adam, I know that you will soon return to me, but I miss you dearly and writing to you always calms my nerves. Everything here is the same, but with you gone, the house is so empty…

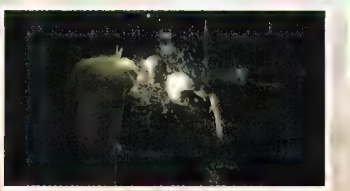
Alex soon finds that the living room is no longer empty. His mother suddenly appears, visibly distraught and surprised to see Alex. She mentions how everyone has disappeared and that Alex's dad left to look for Josh. Alex notices that his mother has an old revolver in her lap, but before he learns of his mother's intentions, a strange noise emanates from the basement. Something is clearly not right.

Equip the Combat Knife and follow the slime trail down into the basement. Once downstairs, Alex starts to search the dark corners of the basement. He steps into the waters and calls for Joshua but, deep down, he knows that Joshua isn't down here. Suddenly, a Lurker rises from the murky waters and lunges at Alex! When the Lurker is history, go to the back of the basement and head toward the old water pump.

THE BEST OFFENSE

The best offense is always a good defense. This battle against a Lurker provides a good opportunity to practice the subtleties of the dodge system. Watch for the Lurker's movements to determine when it is going to attack, then press the Dodge Button during these windups. If you press the Dodge Button too early or too late, Alex will become vulnerable. Even if you do nothing but attack, the Lurker will find openings and attack Alex before he can dodge.

Try to attack the Lurker with quick combos or a powerful attack, then wait for the monster to respond to pull off the perfect dodge. After each dodge attempt, follow up with a quick attack and prepare for the next dodge.

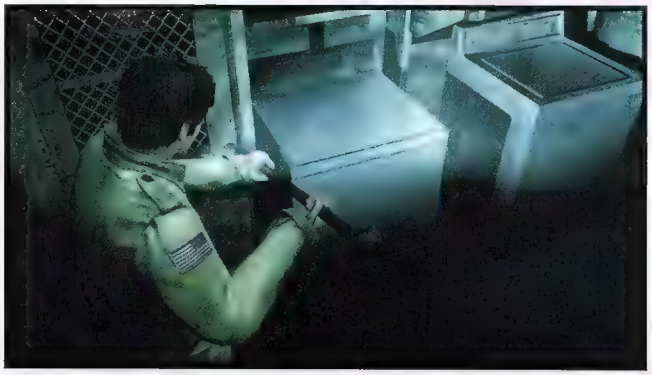


DRAIN THE WATER IN THE BASEMENT

Examine the water pump to find a **Garage Remote** control, as well as a note indicating that there is a **Gas Can** in the garage. With the garage remote control in hand, walk back up the stairs and exit the house through the front door.

Once outside, head toward the garage and use the remote (via the Inventory Screen). Beware, though, that a rather gruesome surprise visitor is waiting to escape from under the garage door. It's another Lurker! Use the same tactics described previously to defeat it, then enter the garage.

Pick up the **Steel Pipe** from the work bench and then walk to the back of the garage toward the cabinet with mesh steel covering. Equip the Steel Pipe (via the Weapons Menu) and use it to pry open the cabinet.



The gas can inside the cabinet is the one needed to use with the water pump. Unfortunately, the gas can is empty, so Alex must find a way to fill it. Leave the garage in search of gas, but watch out for another Lurker that emerges from a hole in the fence.

A BLOODY MESS

Larger melee weapons like the Steel Pipe are slower to wield, but are capable of severely stunning an enemy and inflicting far greater damage. With these types of weapons, it's possible to perform gruesome finishing moves on a stunned enemey. Perform a heavy attack next to a stunned enemy and Alex will perform a finishing move, as long as the enemy has sustained enough damage.

The High Price of Gas

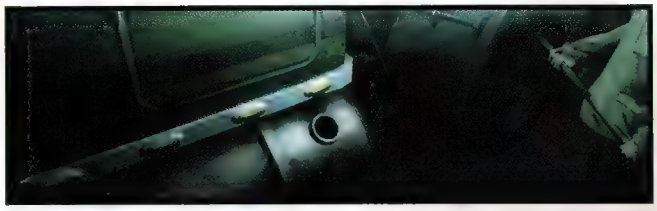
Examine the fence from which the last Lurker emerged and squeeze through the small hole to reach the adjacent alley. Walk down the alley and crawl underneath the second hole to reach the playground. Advance to the chain-link fence door to the right of the slide and use the Steel Pipe to pry open the door.

Paul Russell Douglas was executed for the murder of eight children in and around Silent Hill and Shepherd's Glen areas, according to court records. He offered no resistance as he was arrested and strapped into the electric chair as officials, witnesses and reporters watched.

"This execution is not going to stop anything." Douglas said. "I've worked and waited for this day. All that's left is to rejoin my lord."

After preparations were completed, Douglas received a sudden blast of electrical current, followed by a two-minute stream that jolted him back in the chair. Medical officials pronounced him dead at 2:09pm.

Walk down the alleyway and take a left to discover an abandoned truck. As Alex gets closer to it, a Lurker crawls out from underneath it. After disposing of the Lurker, use the empty gas can on the side of the truck to fill it up with gas for later use.



JUST LIKE A MELON

Lurkers seem to be at the bottom of the Silent Hill food chain. They lack decent mobility, plus their heads are as soft as moldy melons. Use a heavy attack with a Steel Pipe against a Lurker's head and it will likely explode under the blunt force trauma. Remember that even without its head, Lurkers can still unleash a final attack before dying.

Drawing #6

Photo #3

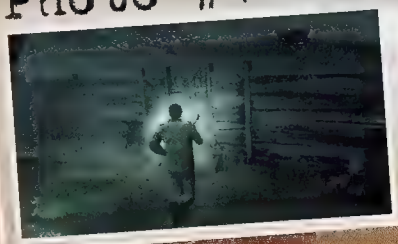
Inside the playground, take an immediate right and look for one of Joshua's drawings behind a tree. After collecting the drawing, walk toward the yellow slide and grab the photo to the left of it. The photo shows a disgusting spider crawling next to Alex's toys.

45

With the gas can now filled, return to the house using the same path as before. Back at Alex's home, return to the basement and find the water pump. Use the gas can with the pump to drain the basement. When the water is gone, unlock the door to the right of the pump.

Climb the stairs to reach Alex's backyard and locate the wooden door with Joshua's backpack on it. This door leads to the Rose Height's cemetery. Before heading in that direction, walk up the back porch of Alex's home and enter the house through the kitchen door. Grab the **Health Drink** in the fridge and use the **Tape Cassette** on the answering machine. The cassette reveals his Dad giving Joshua a lecture on not acting so much like Alex. After listening to the tape, leave the kitchen and head toward the cemetery.

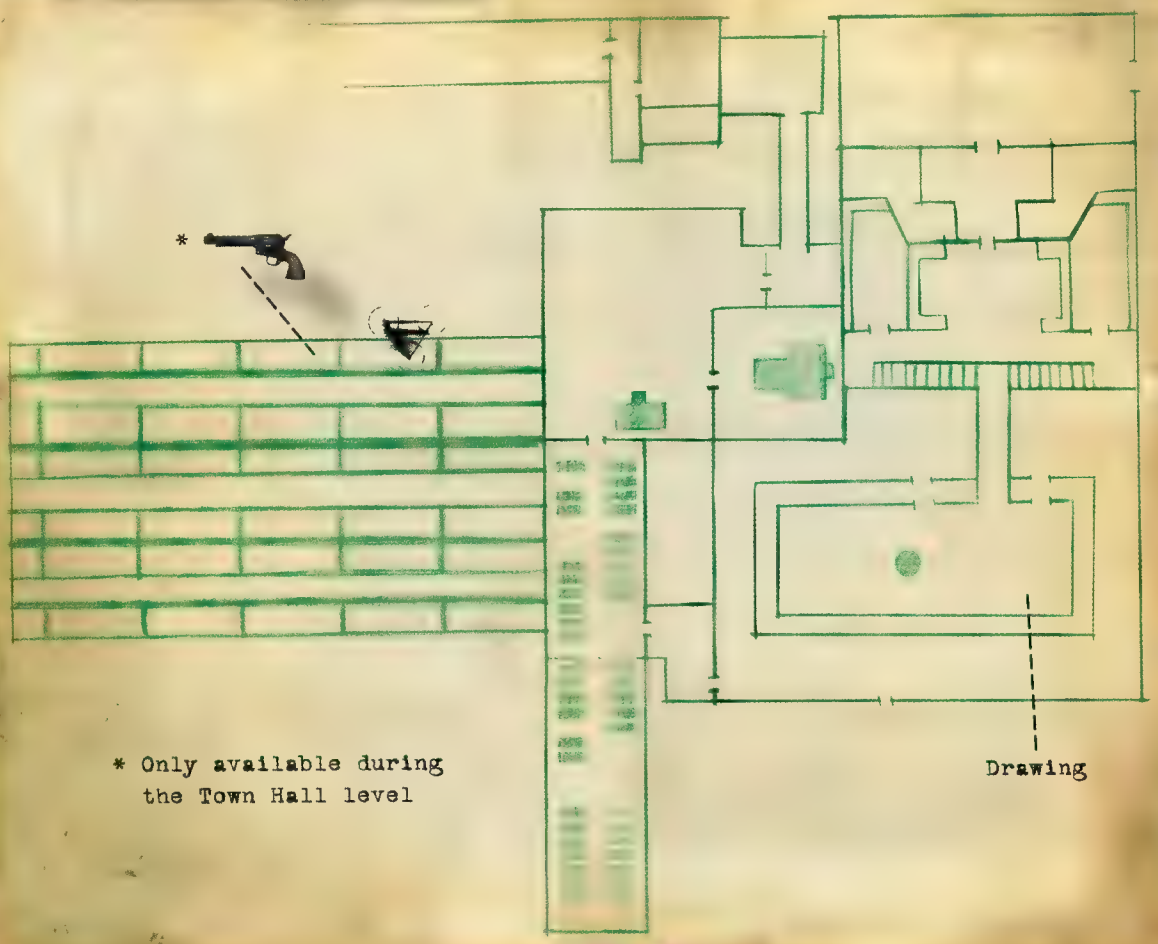
Photo #4



Search the backpack to find a photo of Alex's dad's hunting room. There is another drawing located in-between the trees and on the fence in the backyard.

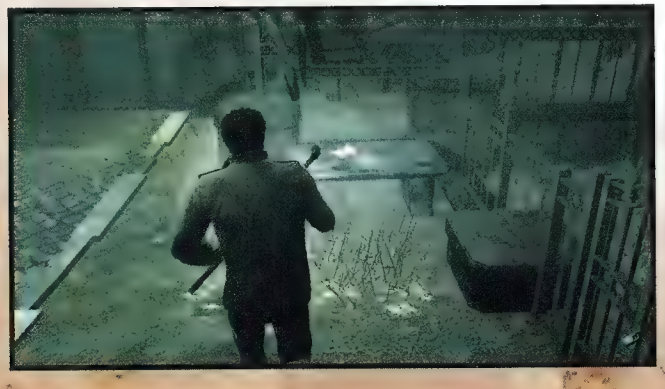
Drawing #7

Cemetery



-------- Visiting the Dead --------

Exit the playground through the gate door and turn left toward the graveyard. Follow the path until Alex reaches the inside of the graveyard. Locate a stone bench with an **Area Map** of Rose Heights Cemetery on it and pick it up.



Follow the path further into the graveyard to find a lone gravedigger. He is so focused on his task that he fails to even notice Alex. Leave the gravedigger behind and climb down the ledge to the right. Unfortunately, this leads to extreme danger as a mutilated Feral descends upon Alex. Take out the pup with the Combat Knife or the Steel Pipe and move toward the busted fountain.

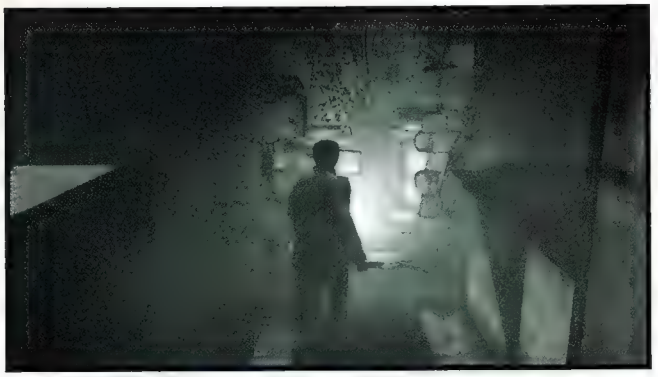
ANIMAL CRUELTY

Ferals have quick and ferocious attacks. To even the playing field, equip Alex's Combat Knife instead of one of the slower, heavier melee weapons. With the Combat Knife equipped, Alex can match the speed of the Ferals' attacks and take down the foes without having to worry about slow attacks.

Investigate the plaque at the base of the fountain to locate an **Odd Stone Plate**. It seems that the Odd Stone Plate is half of a dedication to the memory of Charlotte Borden. It's time to start looking for the other half of the plaque. Follow the stone path to the right of the fountain and climb the cliff to re-enter the graveyard. Grab the **Health Drink** on the bench underneath the gazebo, then follow the path to the right toward the open steel gate.

Crypt Keeper

Enter the second crypt on the right and use the Save Marker inside this crypt to save your game. Exit the crypt and continue down the corridor, past the second steel gate. Enter the second crypt on the left and squeeze through the crack in the wall. Exit the crypt and enter the new crypt to the left. (Look for another **Health Drink** inside this crypt.) Leave the crypt, walk to the one directly across the path, and search for the small hole in the crypt.



Exit this crypt, continue down the path, and enter the last crypt on the right. There is another crack in the crypt wall here; squeeze through the small opening to leave the family crypts of Rose Heights. Follow the new pathway to the right and prepare for an attack from a Feral. After eliminating the foe, continue to the end of the path. Turn left where the path ends, walk past the open steel gates, and jump down into the pit.

Tale of Two Families

Duck underneath the small opening in the pit and climb the wall on the other side. Follow the path to the Founder's Garden with its two mausoleums. Enter the courtyard and kill the Feral that is devouring the corpse.

Next, search the upper perimeter of the East Garden and grab the **Health Drink**. Continue through the steel gates to the right of the Fitch family mausoleum, then walk up either set of stairs to enter the West Garden.

The Guardian that once was whole
Reveals the way that is shut
Two Halves on Twins Enshrined
Forever Split in Waters Divine

Don't enter the graveyard just yet; instead, follow the wall to the right or left (it will depend on which stairs you chose) and examine the fountain. Grab the **Strange Stone Plate** from the fountain to complete Alex's collection of Strange and Odd Plates. Now run to the golden gates that are currently locked. From the Inventory Screen, use the Strange and Odd Plates to open the golden gates.

Back in Town

With no major threats around, it's time to explore more of Shepherd's Glen. Exit the parking lot and head down Main Street. Take a left toward the police station and walk past the flagpole. Advance to the left of the police station's entrance and pick up the **First Aid Kit** and **Pistol Ammo**. Return to Main Street and continue down the road until Alex bumps into an old friend, Elle.

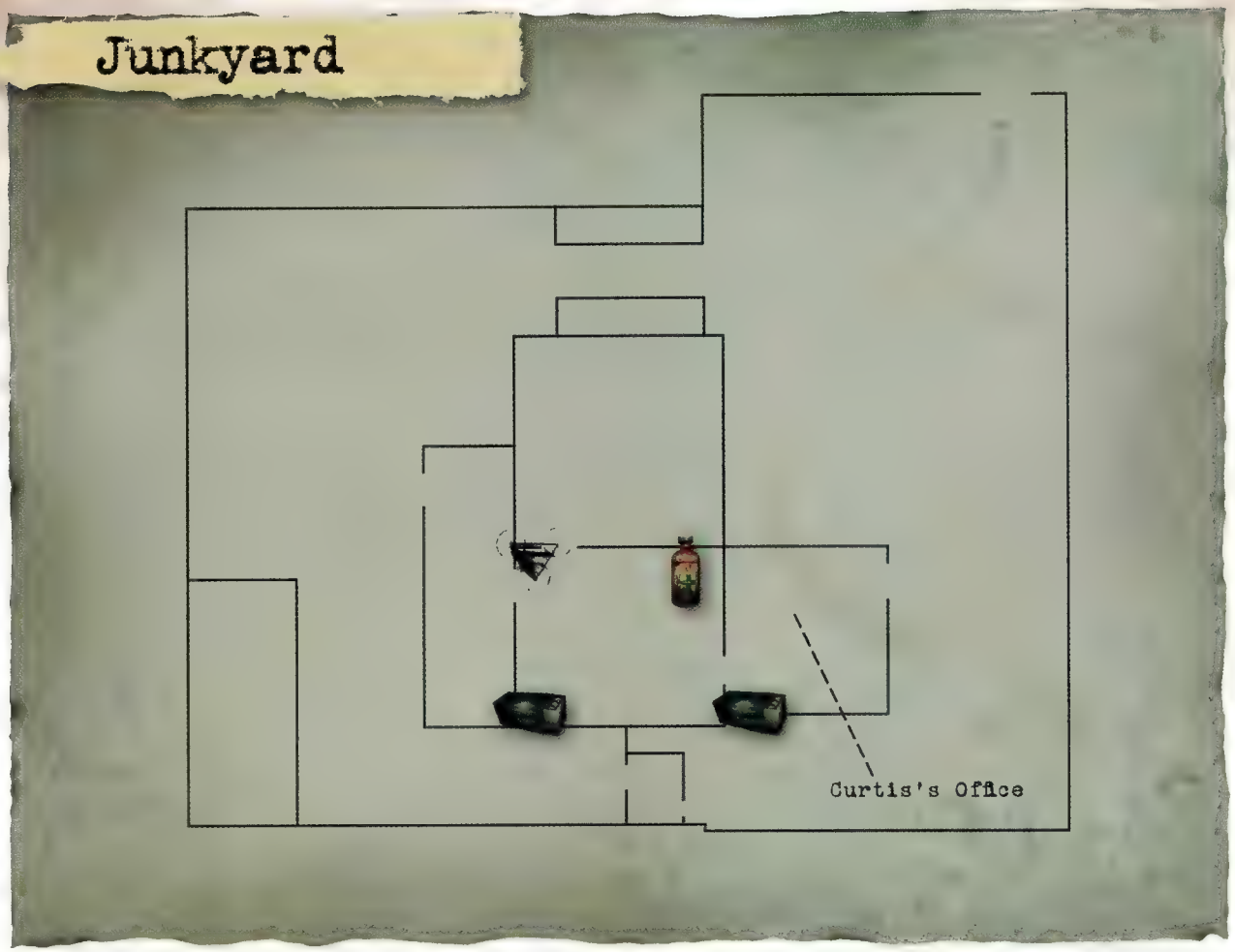
Alex's old friend is busy hanging up missing posters on the town's bulletin board. Elle states that she hasn't seen Joshua, or anyone else for that matter. Elle gives Alex a **Walkie Talkie** and says that she will radio him if she hears anything of interest.

LISTEN FOR THE WHITE NOISE

The Walkie Talkie can be used for much more than simple communication. When the Walkie Talkie is turned on (turn it on via the "Weapons Menu"), any white noise (steady static) indicates the presence of a nearby monster.

Drawing #8

Before leaving Elle, look behind the missing person's billboard to find another drawing from Joshua.

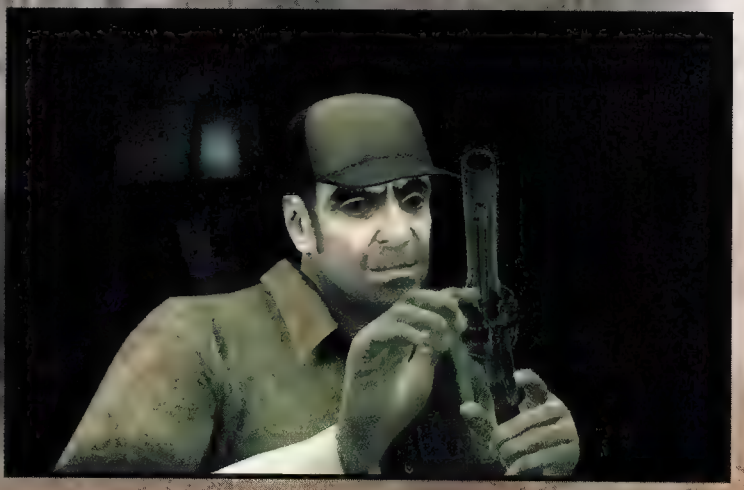


- A Decent Gunsmith Is Hard to Find -

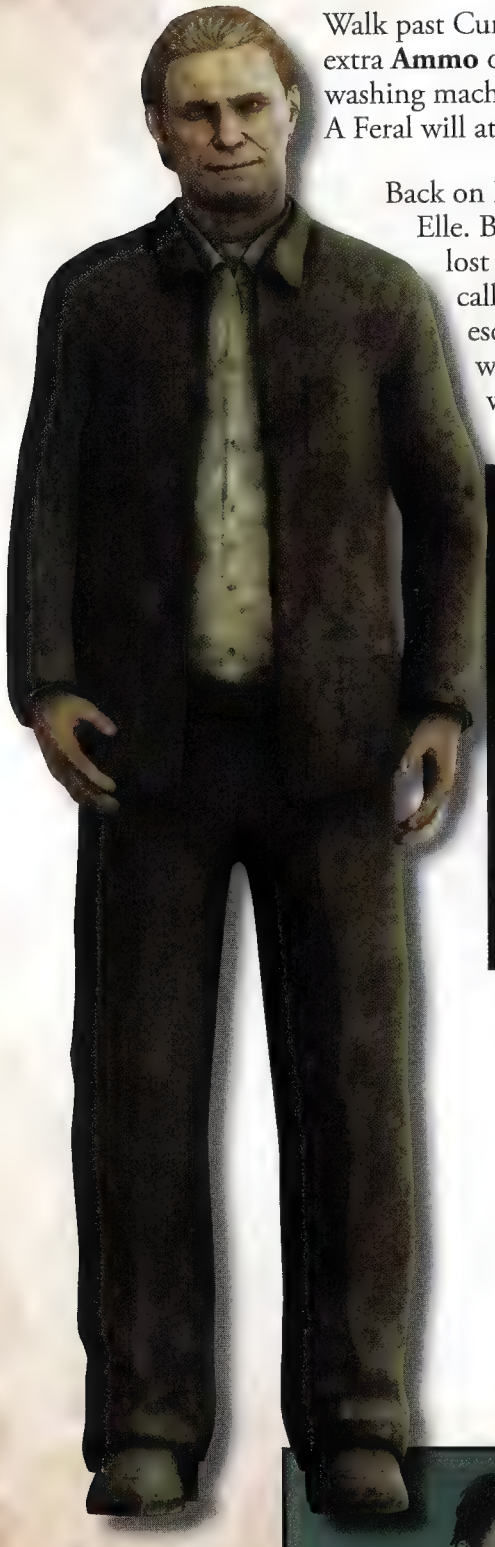
Walk to the end of Main Street and take a left onto River View Rd. Continue down River View Rd. and turn left to find an old bridge. Walk across the bridge and follow the path to a wooden fence with a gate door on it. Ignore the "No Trespassing" sign and use the door. Walk along the junk to the right until Alex reaches a wooden fence; duck under and crawl through the hole in the fence.

Circle around the house and squeeze through a tight shack until Alex reaches a front door with a lit lamp dangling next to it. Enter the front door to meet Curtis.

Ask Curtis questions until Alex brings out the old gun to pique his curiosity. With the gun on the table, Curtis finally starts a dialogue. He hasn't seen Joshua either, but he says that Mayor Barlett may know something. He tells Alex that Mayor Barlett should be in his usual spot; in the cemetery, digging graves. Curtis also says that he can fix his old gun if given enough time. Alex gives the old gun to Curtis and, in exchange, Curtis gives Alex a working **Mk 23 Handgun**.

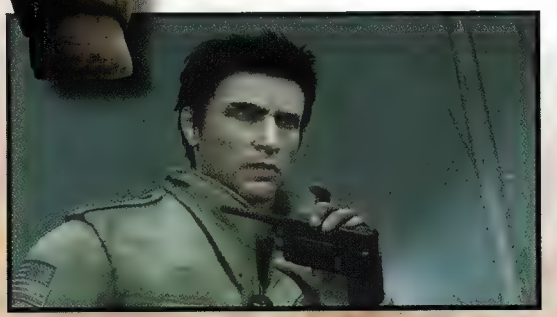


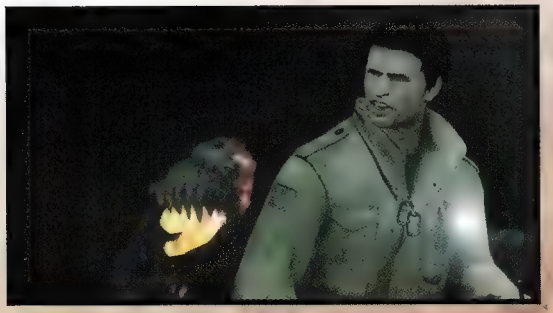
---A Meeting with the Gravedigger ---



Walk past Curtis and enter his back office. Grab the **Health Drink** in the fridge, the extra **Ammo** on the workbench and broken stone, as well as the **Area Map** on the washing machine. Save your game in the back office, then return to River View Rd. A Feral will attack Alex in Curtis's yard, but it should prove no match.

Back on River View Rd., Alex hears someone on his Walkie Talkie calling for Elle. Before Alex can determine who the voice belongs to, the signal gets lost and a suffocating cloud of smoke appears. A new type of monster, called a Smog, is slowly closing in on Alex, so it's time to act fast to escape its toxic fumes. Pull out the Mk 23 Handgun and kill the Smog with a few well-placed shots. Stay clear of the Smog's fumes, as they will cause damage to Alex and stun him.



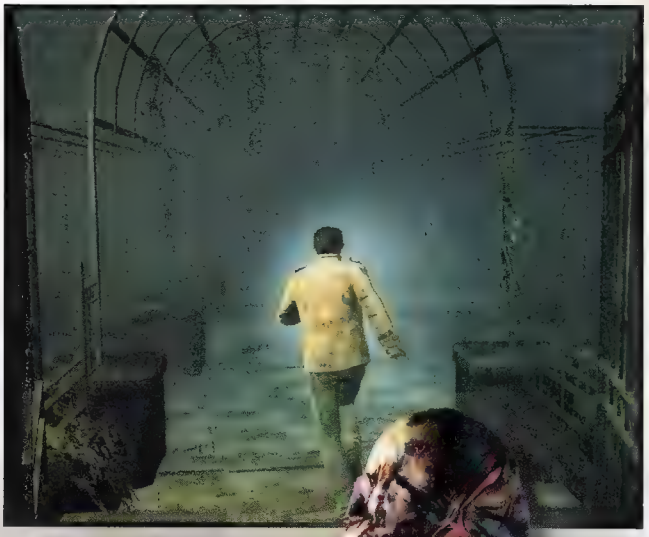


A LESSON IN BALLISTICS

The battle with the first Smog enemy provides a chance to learn the basics of using a gun. Enter Combat Stance Mode with a firearm to make Alex draw his weapon. Look for a reticule to appear on-screen, then aim at your target's weakness using the Right Analog Stick. Don't go overboard when using this type of weapon, as ammunition is rather scarce in Silent Hill. It's important to conserve ammo for times when it is really needed.

Head down River View Rd. and then back down Main St. Equip the Combat Knife, defeat the Feral beyond the missing person's billboard, then head back to the graveyard parking lot.

Walk back to the Founder's Garden in the graveyard. Another Smog foe is waiting to pounce between the two mausoleums; take out this one just like the last one. Continue through the graveyard back to the Bartlett Mausoleum to find Mayor Bartlett.



SHOT THROUGH THE HEART

When gunplay is a must, always aim for an enemy's weak spots to minimize bullet use. When fighting Smogs, wait for them to use the attack in which their chests open. When this occurs, aim for the soft orange flesh behind their ribs to cause maximum damage. It takes about two direct shots to this soft fleshy spot to stop a Smog.

THE COWARD'S WAY OUT

Alex may be a combat vet, but not every battle is worth fighting. In many situations, such as the Smog battle that takes place between the mausoleums, it's possible to run past the enemy without having to fight it. Some enemies, such as Smogs and Nurses, have a severe walking impediment that prevents them from running after Alex. So if Alex is low on ammo, just make a run for it!

Save your progress at the Save Marker in the family crypts and continue to the East Garden. Once there, head straight into the Bartlett Mausoleum. The gate to the mausoleum that was once locked is now open. Mayor Bartlett seems to have left the scene, but you can still look for clues. Enter the Mausoleum and investigate the small coffin surrounded by candles.

Find the strange locking mechanism on the coffin; when manipulated correctly, it can be unlocked. Follow these steps to unlock it:

❶ Select the smallest block on top of the grid and slide the cube to the far left of the grid.

❷ Grab the horizontal rectangle in the second row from the top and slide it to the far right and then all the way up.

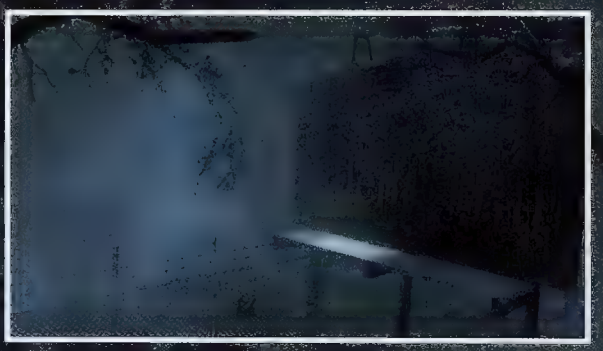
❸ Grab the other horizontal rectangle piece on the bottom and slide it all the way up and then all the way to the right so that it fits directly underneath the first rectangle piece.

❹ Grab the vertical piece on top and outside of the grid and slide it all the way down.

The only thing inside the coffin is an abandoned wristwatch. On the back of the wristwatch is an inscription that reads "Forgive Me". After Alex sees the inscription, a terrible noise goes off all around him, causing him to collapse under its sheer force. When he awakens, Alex is far from where he fell.

HOTEL

As Alex wakes up in the streets, he discovers that he is no longer in Shepherd's Glen. The town looks roughly the same, but if the sign to his left is correct, he is now in the town of Silent Hill. As Alex walks down what looks to be Main St., he spots something behind a car. Only a quick glimpse of a little boy is visible before he runs off into the fog. Could it have been Joshua?

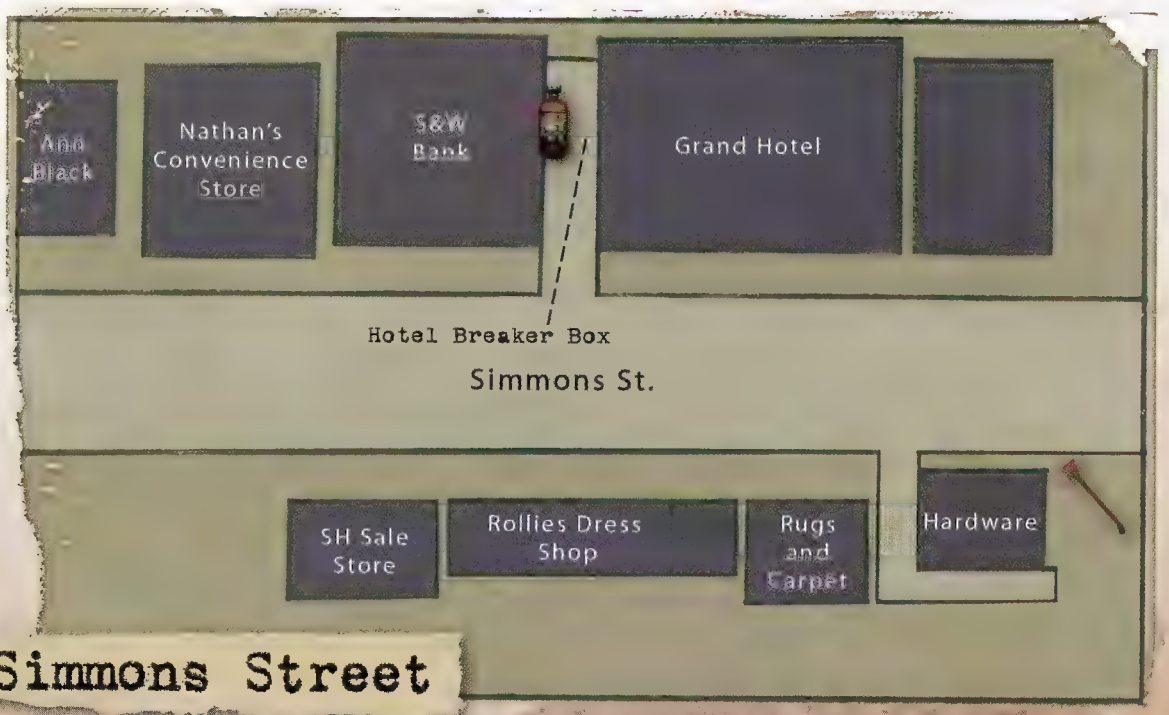


EARLY CHECK OUT

OBJECTIVE 1:
Catch up to Joshua . . . . . .

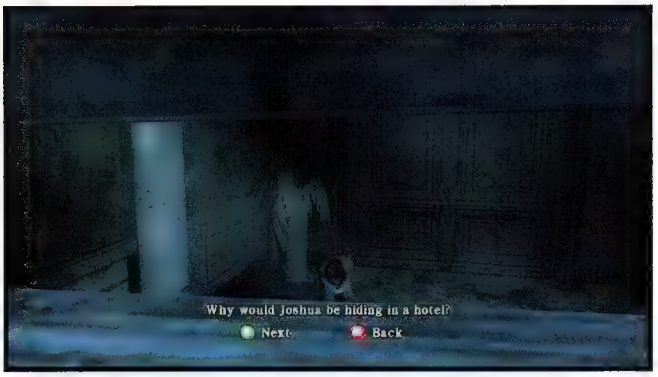
OBJECTIVE 2:
Find the three memories for the lady in Room 201. . . . . .

OBJECTIVE 3:
Catch Up to Joshua . . . . . .

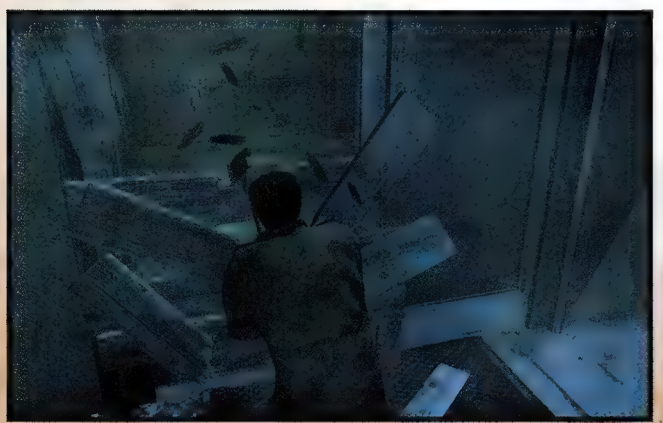


Déjà Vu

Once Alex is up, head down the street and turn left at the Grand Hotel. As Alex peers through the front door, he spots Joshua in the hotel, but there doesn't seem to be a way to get him. Leave the Grand Hotel and search for an alleyway on the opposite side of the street. Head into the alley and defeat the Smog creature lurking in the dark, then climb down onto the ledge at the end of the path.



Walk along the lower path and duck underneath the crashed truck. Collect the **Fire Axe** and return to the Grand Hotel to destroy the front door with the axe. Unfortunately, Joshua is gone; he must have moved deeper into the hotel. Enter the hotel through the double doors to continue the search.



Paul,

As Mayor Bartlett will be working in the Atrium late this evening, please make sure the exterior service doors are left unlocked.

Mr. Jones

Chase after Joshua into the main lobby. Move toward the reception desk in the hotel lobby and grab the **Grand Hotel Map** in the cubbies behind the desk. After doing so, go to the back of the lobby where the elevator should be and jump across the elevator coils to the maintenance side. Once on the other side of the elevator shaft, search the red toolbox to find the **Maintenance Key**. Grab the key and return to the hotel's entrance.

----- Bringing the Power Back-----

A Smog creature stands between Alex and the front door. Defeat this foe and head for the entrance of the hotel. Don't leave just yet; instead, proceed down the hallway to the left of the entrance and grab the **Health Drink** from the fire extinguisher case. Now it's time to leave the hotel. Beware of another Smog creature attack right outside the hotel, then enter the locked maintenance gate to the left of the hotel entrance.

Grab the **Health Drink** on the dumpster and read the clipboard next to where the Health Drink was located. The clipboard reads: "Don't forget to tape the big game! XXI." Next, locate the broken down breaker box across the alley from and dumpster and investigate it. Alex will need to find a way to rewire the device to get it working again.

The "XXI" signature on the clipboard provides a clue to rewiring the breaker box. Select the wire on the top row of connections, then select the correct bottom connection to finish the rewiring. The goal is to cross the first two and second two connections and leave the last one a straight connection to complete a "XXI." There are several steps involved in doing so, so follow these steps:

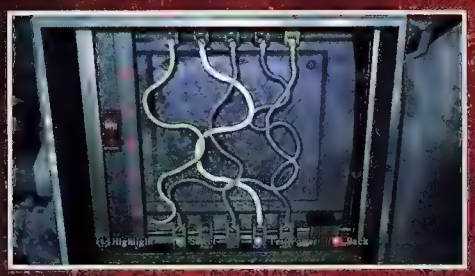
With the power back up and running, head back inside the Grand Hotel. Return to the elevator and push the button to the right to call the elevator.

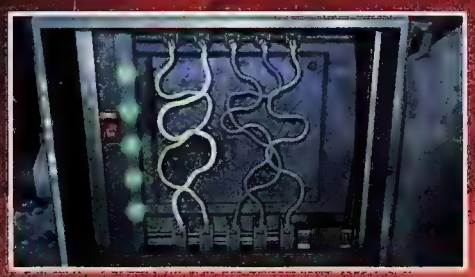
❶ Route the first green wire from the first position on the top row to the second one on the bottom row.

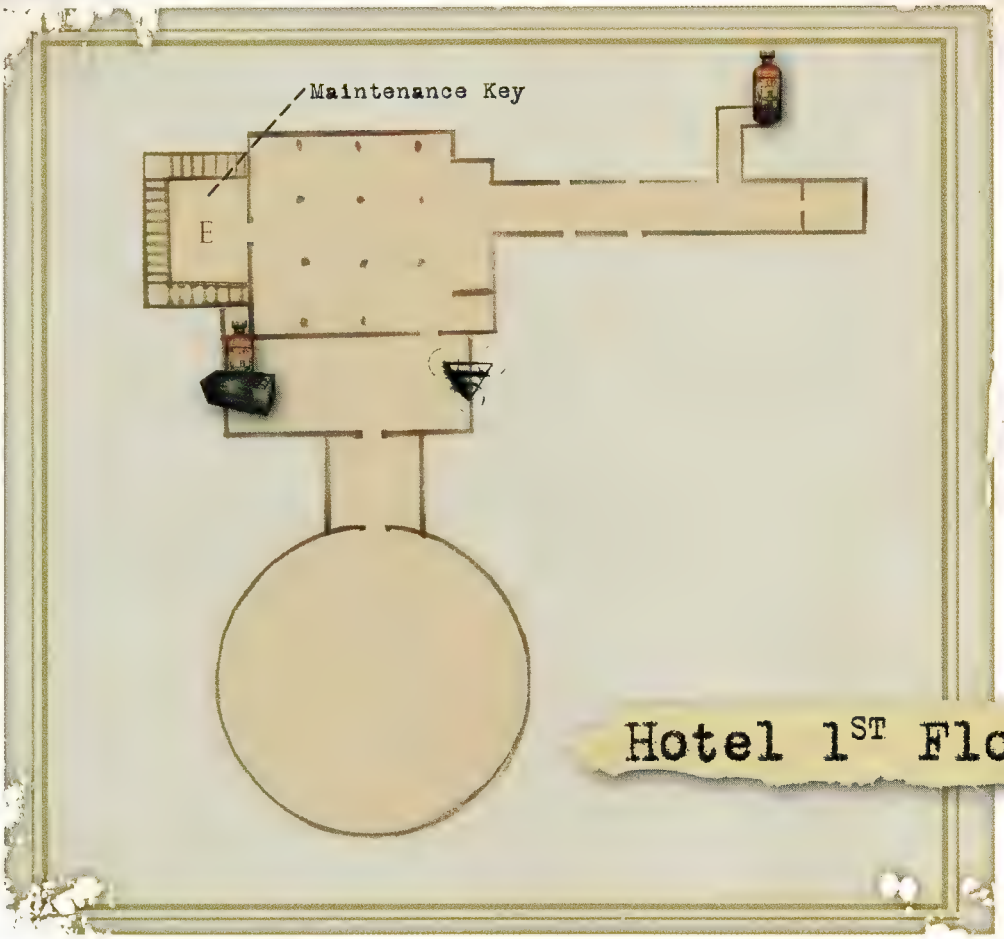
❷ Direct the light blue wire to the first position on the bottom row.

❸ Route the dark blue wire to the third position on the bottom. Take the purple wire and direct it to the fourth position on the bottom.

❹ Route the green wire to the fifth and final position on the bottom. After completing all these steps, the wires should roughly resemble "XXI." After all the wiring work is done, test the power to bring it back online.

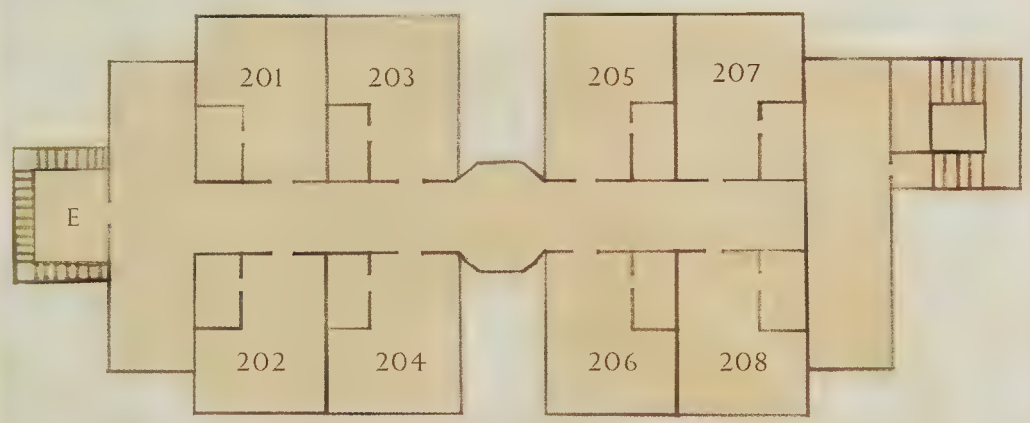






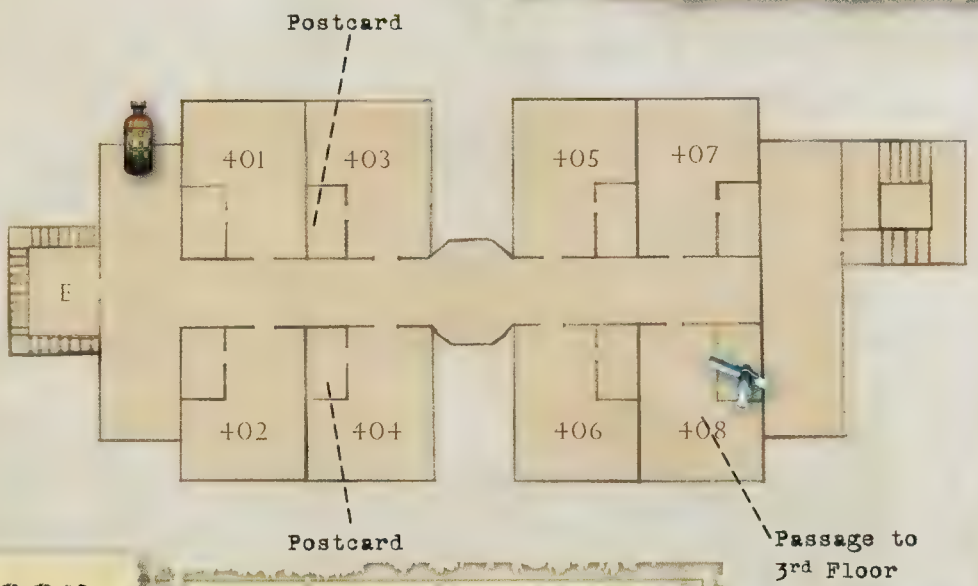
Hotel 1ST Floor

Hotel 2ND Floor



Hotel 3RD Floor

Hotel 4TH Floor



Hotel 5TH Floor

Death in an Elevator

Take the elevator to the fifth floor. Pick up the **Pistol Ammo** in the corner of the lift and prepare for some combat. The ride up turns rather bumpy, as some Needlers attack from all sides. Use the Steel Pipe or Combat Knife to defeat them. If Alex has ammo to spare, use the Pistol to get an instant-kill headshot on the foes. When things are safe again, climb onto the third floor.

Trail of Music

After the vicous assault by the Needlers, Alex enters the warm embrace of a distant lullaby. This soft song doesn't bring Alex much relief, as it seems to be the only bright spot in a worsening situation. Turn to the right and investigate the painting at the end of the hallway.

Use the Combat Knife to slice open the painting, then squeeze through the opening to reach another room. A special key is needed to unlock the door to Room 306, so turn left and duck underneath the adjacent wall and save your game at the Save Marker.

Exit the room and walk to the room across the hall. There is another hole in the door to this room and Alex can hear someone inside; it sounds like a woman who has lost her identity—maybe her mind! In exchange for Alex's help, she will assist him on his quest. She asks for the remnants of three memories: the warm sunlight dancing on the water, the smell of cotton candy in the air, and the sound of wind blowing through the trees.

FIND THREE MEMORIES FOR THE LADY IN ROOM 201

------ Recollecting the Past ------

Leave the woman for now and enter Room 303. Investigate the message on the wall to discover a note that reads: "I can't see my face. Maybe you will—in 304". After reading the message, leave the room and re-enter the hallway.

There is a note about the Atrium that you can read in room 304, if you want. Otherwise, continue down the hallway and enter the massive hole in the wall. Delve deeper into the walls and squeeze through the wooden framework, then duck into the second hole to enter Room 307.

Sam,

I can't thank you enough for all your hard work in restoring the Atrium to its former glory. My illness continues to worsen, but it gives me great comfort that my Carol and I can find solace in the beautiful garden you've created. Thank you so much.

-Clayton

Leave Room 307 and venture into Room 308. There is another letter to Sam in this room on the dresser, plus there's another note written on the wall. Examine the note on the wall to discover text that reads: "305 scares me. I left my ducky in there."

Photo #5

After cutting through the painting, grab the photo of Joey Bartlett on the door.

Dearest Sam,

I can't describe how much my life has turned a corner since you've begun tending the Atrium. With Clayton's illness slowly taking its toll, I've felt so lost and alone. Your presence and your gift in restoring the garden... It's the single ray of light in my tired life and it brings me joy. Thank you for the many wonderful evenings we've spent together. It will be different-better-when I no longer have to pretend. All my love

-Carol x

Exit Room 308 and walk to the end of the hallway. Take a right at the dead end and head toward the hole in the wall near Room 309. Hack through the wooden posts to enter Room 309. Climb up the rubble inside the room to enter Room 408. From this room, enter the hole in the wall to access Room 406. Examine the wardrobe to find a rather sad letter to Carol, then enter the main hallway.

Carol, I'm struggling to find the right words. My body was broken and now you've broken my heart too. I don't know why. I loved you unconditionally, gave you everything I had; I thought you loved me, too. I guess I was a fool. There are things, things about Sam you don't know, and if you did, I guarantee you'd feel differently. I want to forgive you Carol, but I can't; I've simply nothing left.

Delivery Notice Alchemilla Hospital:

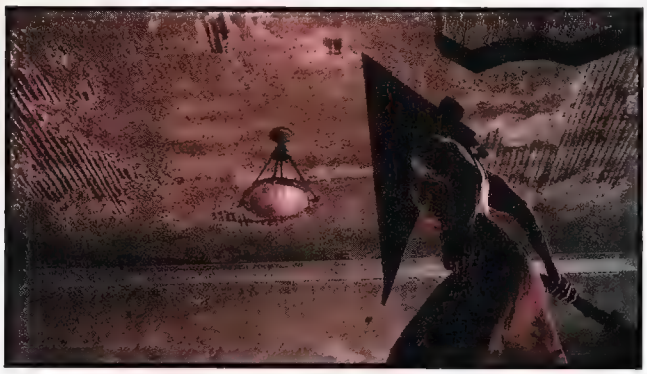
-Two oxygen tanks removed and replaced with full ones for Mr. Doyle's suite.

After defeating the three Swarms in the hallway, head toward Room 402. A Nurse slowly enters the hallway and closes in on Alex. Switch to the Combat Knife for quicker attacks and finish her off. Examine the hole in the wall next to Room 403 to discover a new note that reads: "You can't wash it off." Next, head down the hallway and move to the right. Don't forget to stockpile another **Health Drink**; this one is on the small table.

Head to Room 402 and push the wardrobe to reveal a new path to Room 404. Enter the bathroom in Room 404 and grab the photo in the medicine cabinet. The photo reveals Alchemilla Hospital and shows wind blowing through some trees. The photo must be one of the memories that the mysterious woman was talking about.

The Nightwatchmen

Return to the main hallway and go to Room 408. Along the way, Alex gets stopped dead in his tracks by an unwelcome visitor. Whether or not Bogeyman sees Alex isn't exactly clear; fortunately, this gruesome creature continues onward. After Bogeyman leaves the scene, several Swarms emerge from Room 405 and ambush Alex. Take quick measures to dispose of them right away, then head inside Room 405.



Enter the hole inside Room 405 and return to the main hallway. Hack through the wood next to Room 408's door and enter the bathroom. A lone Swarm is present inside the bathroom, so squash them before they can drain any of Alex's health.

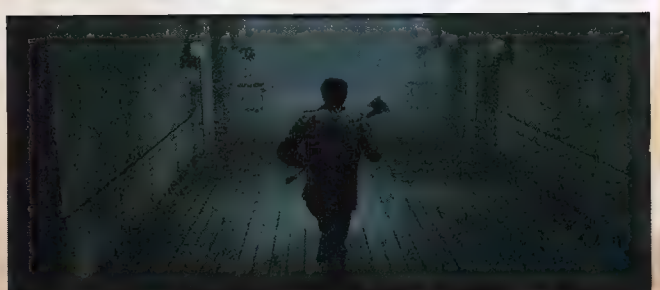
Grab the serum on the sink and return to the main hallway once again, then walk toward the stairwell at the end of the hallway. Don't worry about Bogeyman; he doesn't seem to be around at the moment. Hack through the wood next to the stairwell door and advance up the stairs to the fifth floor.

THE DEVIL'S ELIXIR

No one is quite clear on the contents of the serum's vial or what exactly the mysterious side effects of the concoction are. Rumors abound about the serum's extraordinary health regeneration benefits. Whether or not these rumors are true has yet to be determined.

---- The Smell of Cotton Candy----

Alex thinks he sees Joshua at the entrance to the fifth floor, but is sadly mistaken. Instead, a Needler awaits among the rubble. Although this is the same monster that Alex fought in the elevator, this time the playing field has changed. Study the Needler's attack pattern and defeat the ghoul with your weapon of choice. Next, jump across the hole to reach the stairwell. Grab the **Ammo** on the nightstand and return to the main hallway. If you want to learn more about Jim and Carol, enter room 508 to read another one of their letters. Be careful, though, as there are four swarms inside.



DISMANTLING THE NEEDLER

Although the Needlers may look intimidating, their bark is far worse than their bite. These foes have a slow motion prior to unleashing their attacks compared to other monsters. Wait for a Needler to lift one of its massive scythe-like legs and dodge the attack. Then unleash some blunt force trauma with the Steel Pipe or Fire Axe. One strong attack can knock a Needler off its feet, allowing time for some extra attacks.

It's important to note that Needlers can block Alex's attacks. When attacked from the front, Needlers will block melee and some bullets with their scythes. With this in mind, dodge to the side and hit these foes from the left or right side to inflict maximum damage.

Jim,

They were there again last night. I saw Carol creeping towards the main ballroom-and you know where that leads... I don't know what the old man would do if he were to find out; given his health, he might not make it. Do you think I should say something?

-Paul

Break into Room 505 and proceed to Room 507 by pushing the wardrobe aside in Room 505. Search the bed inside Room 507 to find another postcard containing a memory for the mysterious woman. Pick up the postcard on the bed and read the letter to Mr. Jones on the wardrobe if you like. Grab the **Health Drink** in the bathroom and head back into the hallway via Room 505.

Lakeside Amusement Park Postcard

What a wonderful day! The smell of cotton candy and the sound of laughter filled the air. Days like this make me appreciate what it was like to be young and carefree. Family is the most important thing-and our children are the future. I only wish I could feel that innocent again.

See you soon.

Mr. Jones,

I saw something strange the other night and I wanted to bring it to your attention. I'd unlocked the service doors to the Atrium to let Mayor Bartlett in-just like I usually do. I came by later to see if he needed any help (you know how I like to grow things too) and I saw him dragging one of his bags of fertilizer inside. Only it didn't look like any kind of fertilizer bag I've ever used. It was real heavy and he seemed to be kinda struggling with it. He didn't see me, so I crept away. Should I tell the sheriff? I don't know what to do, but I thought you should know.

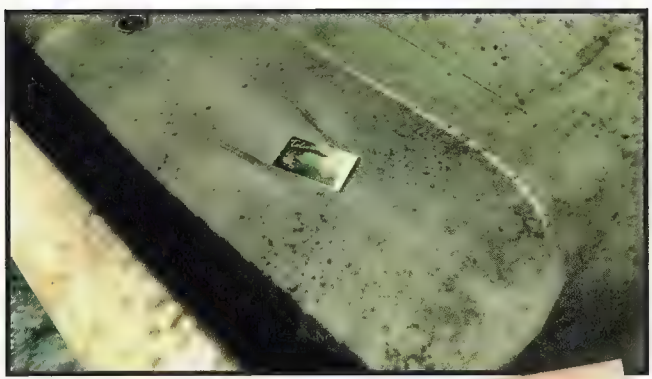
Paul Ashley

Drawing #9

Push aside the wardrobe inside Room 504 to discover another one of Joshua's drawings.

The Final Memory

Advance to the other side of the hallway and kill the Needler waiting in the dark. Next, hack into Room 504 and grab the **Ammo** on the bed. Wander into the bathroom in Room 503 through the hole in the wall. Move to the main room in 503 and drop down to the fourth floor through the massive hole in Room 503. Grab the final postcard for the woman in the bathtub of Room 403, then climb back into Room 503; it's going to be a long trek back to return the postcards.



I have some sad news to share. Yesterday I took a boat out-as far as I could row-and I dipped my face into the cold, clear water. As I leaned over the side of the rowboat, my necklace caught on the oar and the chain snapped. I saw your precious gift slip into the blackness. I wanted to dive in after it, but the water was so icy, so deep. Please... forgive me. I miss you.

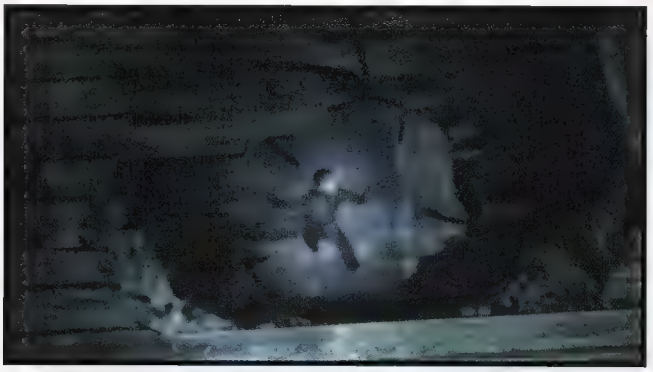
Retracing His Steps

Return to the fifth floor hallway and defeat the Needler patrolling its corridors. Run back to the stairwell and return to the fourth floor. There are three Nurses wandering about the fourth floor, so be careful! Return to the hole in Room 408 by retracing the path on the map. Defeat any Nurses along the way, then jump back down to the third floor.

Eliminate the Smog in the third floor hallway and return to the mysterious woman. For giving her the three postcards, she gives Alex a **Strange Key**. Save your game at the Save Marker in Room 302, then return to the secret room across from the marker. Use the Strange Key to unlock the strange door.

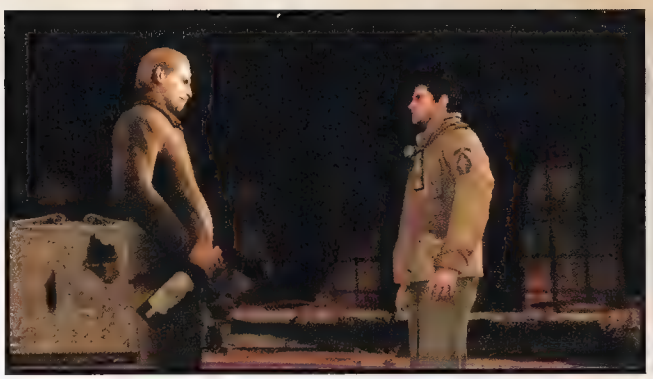
---------- Odd Times ----------

Jump across the gap in the floor to reach Joshua. Unfortunately, Alex doesn't quite make it to the other side and he begs Joshua to help him. Instead, Joshua slips back into the darkness and Alex falls through a series of floors and lands in an unknown section of the hotel.



Grab the **Ammo** and **Health Drink** on the table to the left and continue to the back of the dining room. Save your game at the Save Marker if you like and pass through the double doors to the right. After discovering that the next set of double doors is locked, the walls begin to peel again and the sick underbelly of Silent Hill exposes itself in the Grand Hotel. When things calm down, the doors magically unlock. Head to the large rotunda and approach the man in the center of the room.

Alex recognizes the man as Mayor Bartlett. It seems like Mayor Bartlett is only a shell of who he used to be. The Mayor states that something evil has come to the town and is taking everyone away. After a brief conversation, the ground starts to shake and a revolting monster descends from the ceiling, crushing Mayor Bartlett as it prepares to devour Alex.



The Sepulcher

Alex is trapped in the rotunda and the only way out is to annihilate the hellish monster hovering in the center of the room. Start by hammering away at the meat bags that dangle around the room. The monster, known as the Sepulcher, has two main attacks: a devastating punch that causes severe damage and a massive fist pound that rains down broken glass. Hide behind the cupboards littered throughout the room to avoid being bludgeoned by one of the ghoul's fists and stay on the move to avoid the falling glass. After the Sepulcher attacks, continue to destroy the meat bags in the room. When they are all gone, the Sepulcher will fall to the ground.

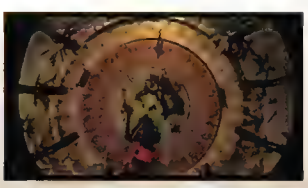
While on the ground, the Sepulcher will pivot around to face Alex. It will perform a swing-like punch and pound its fist to try to pulverize Alex. Wait for its fist pound to end, then hack away at its arms to make the boss lose its balance and fall to the ground. If you have any ammo, use it to further damage the beast. With the boss on the ground, move toward its head and press the button that appears on-screen to perform one last finishing move.

Hit the meat bags hanging in the room.

Stay on the move to avoid falling glass.

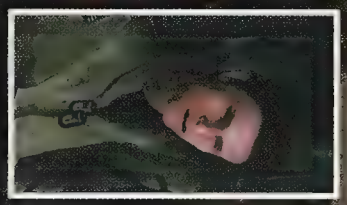
It's time for a finishing move!

After the fight, the boss falls into and through the floor. Alex walks toward the edge of the fissure in the face of precipice of a hellish void. Overcome, he loses consciousness and falls into the unknown.



SHERIFF'S STATION

Alex lands on the harsh floors of a holding cell. Unfortunately, he is locked behind bars... and there seems to be no way out.

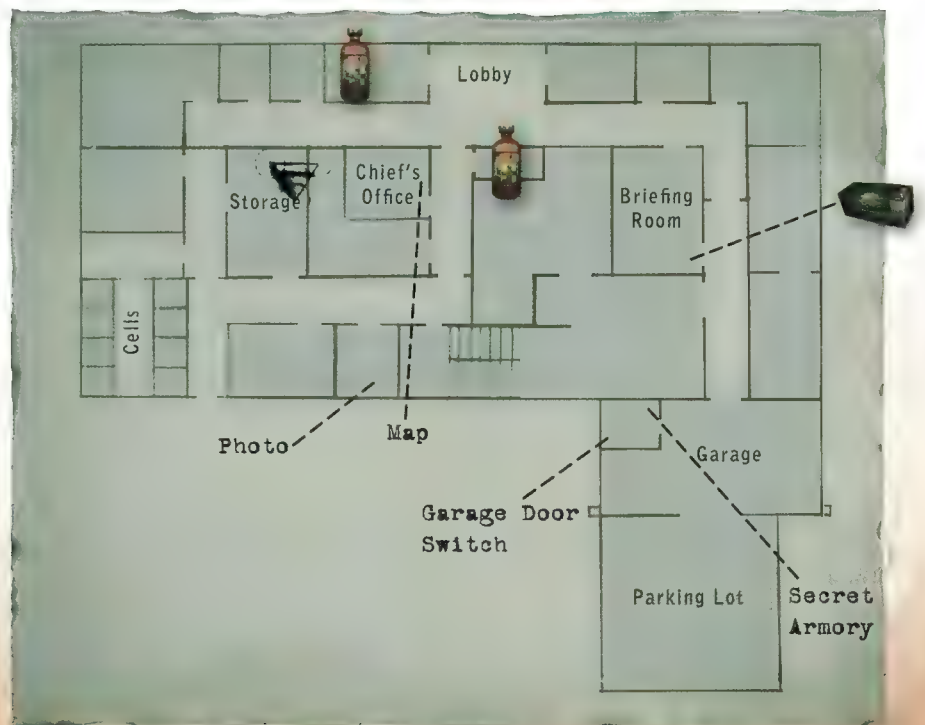


INCARCERATION

OBJECTIVE 1:
Escape the station . . . . . .

OBJECTIVE 2:
Meet up with Elle . . . . . .

OBJECTIVE 3:
Rescue Elle. . . . . .

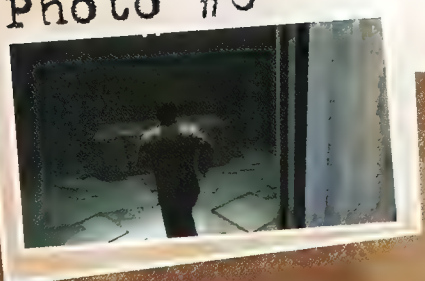


---------Hostile Lockdown --------

There is no way for Alex to escape the cell, so he must sit tight and wait for a miracle. Eventually, Deputy Wheeler enters the room and starts to question Alex. Answer his questions as you see fit and eventually the truth will come out. Apparently, Deputy Wheeler has seen the monsters and, once he figures out that he and Alex are in the same boat, he releases Alex.

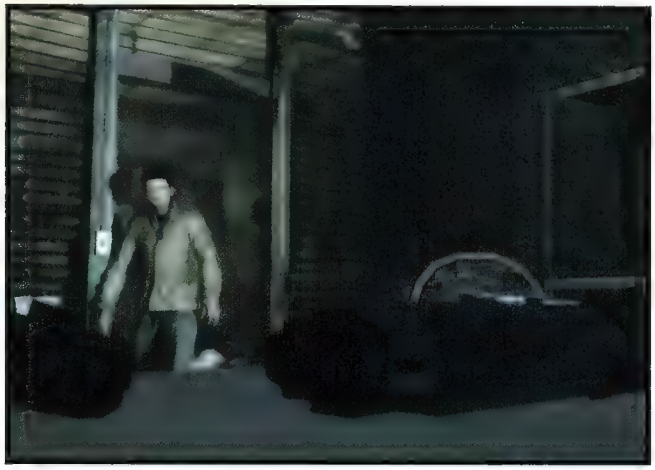
Chase after Deputy Wheeler until he leads Alex to a Save Marker. Wheeler tells Alex about Doc Fitch and how he can shed some light on the situation. Stay close to Wheeler until a gang of Schisms ambushes him. Wheeler stays behind to lay suppressive fire and orders Alex to run to the Sheriff's office to grab a Shotgun. Leave Wheeler behind and proceed down the hall. If a Schism appears, just keep running and head for the office (it's the last door on the left at the end of the hallway).

Photo #6



Instead of running past the Schism that bursts through the door (as noted previously), enter the doorway from which the Schism emerged and grab the photo on the desk.

While in the office, Alex hears a distress call from Elle. Apparently, some kind of hideous monster is on her tail and she's heading straight for the station. Alex tells her to meet them in the parking lot.



MEET UP WITH ELLE

--Assault on the Sheriff's Office -

Grab the **Area Map** to the left of the office door before leaving the office. Upon exiting, the ceiling collapses and creates a barrier between Alex and Wheeler. To make matters worse, a monster crashes through the ceiling and heads toward Wheeler. There's no time to help him right now, so get to the parking lot as soon as possible. Use the Fire Axe to hack through the wood barrier at the end of the hallway, then proceed through the opening to reach the main lobby.

ALL I WANT IS FREEDOM

TO FORGET ABOUT MY PAST.

ALL I NEED IS FREEDOM,

SO MY SANITY WILL LAST.

ARE YOU SEEKING FREEDOM,

FROM THIS WRETCHED METAL CELL?

THEN LOOK NO FURTHER THAN INSIDE YOURSELF,

AS YOU'RE FOREVER TRAPPED IN HELL!

There are two Schisms in the lobby and they're heading Alex's way, so keep moving! (Taking this approach is entirely optional; you can fight them, but it's best to stay on the move.) Hop over the broken glass to the left and grab the **Health Drink**. Jump back over the window and enter the bathroom on the left side, grab another **Health Drink**, then return to the main lobby. Finally, make haste to the parking lot!

Secret Armory

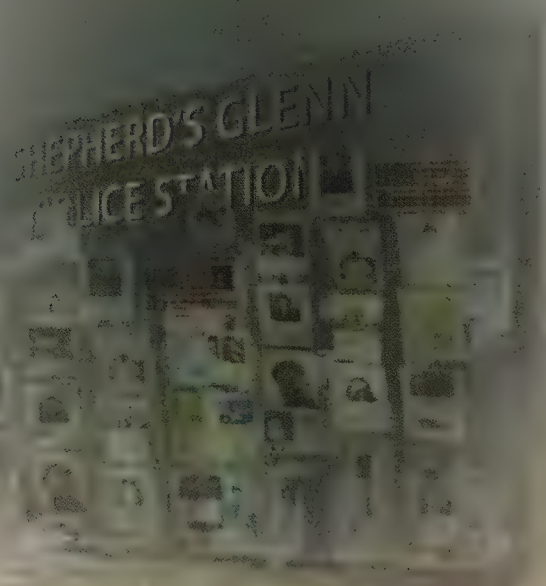
There is an electronically sealed locker inside the Mechanic's Office. To learn how to open it, search the hood of the police car to find a hint stating that "Only time will tell who has the will to live". This memo contains the solution to the keypad code on the locker. Examine it closely to figure it out for yourself, or keep reading for the answer.

THE SOLUTION! The clock next to the locker shows the time as 2:06. Enter **206** into the keypad to access a stockpile of ammo and a **Health Drink**!

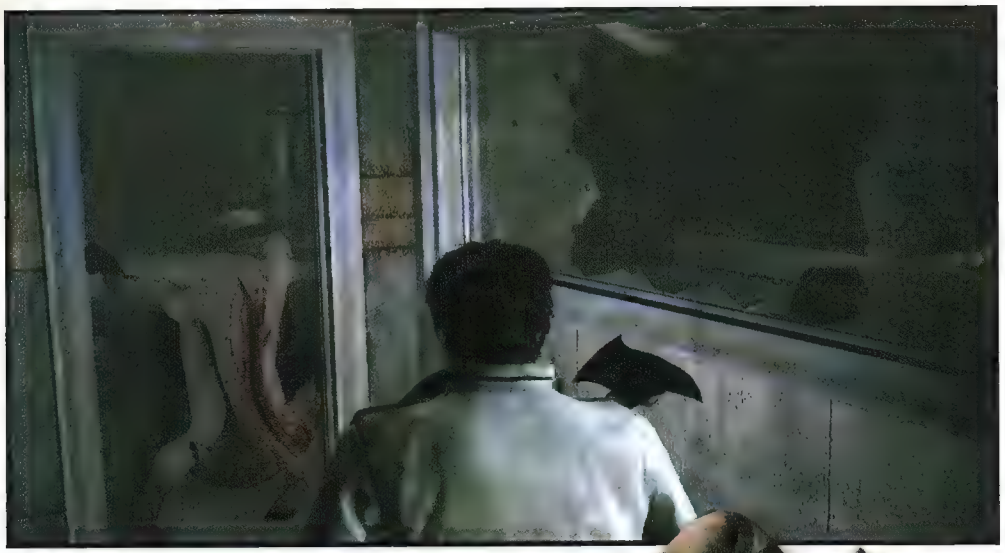
SPLIT INTO HALVES

Schisms may look soft to the touch, but these beasts possess some serious attack power. Their hammerheads are like razor-sharp knives, capable of quickly shredding Alex. These foes have two main attacks: a fearsome swipe and a quick charging attack. To dodge these attacks, carefully watch their movements. Heavy weapons work well against a Schism, as they can knock it down with ease. However, the speed at which Alex can wield the Combat Knife allows him to attack the Schism and prevent it from attacking him.

The door in the hallway is blocked, so duck into the Briefing Room by using the hole in the wall. Next, return to the hallway by hacking apart the Briefing Room's main doorway. There are two more Schisms in the Briefing Room, so don't stand out in the open for too long.

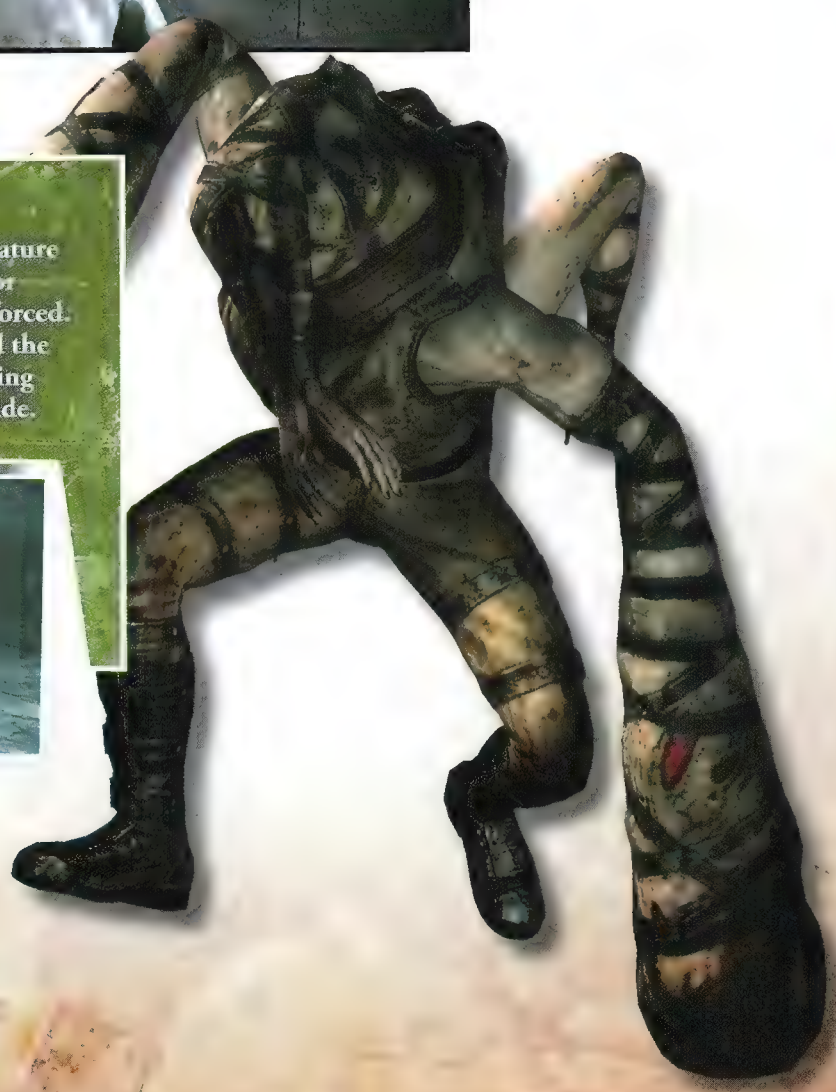


Continue down the hallway and pass through the double doors to access the garage. There is a Schism roaming about the main part of the garage, so head into the office. Pull the switch on the far wall and quickly run back into the main part of the garage. If the Schism gets in the way, kill it with the Combat Knife and exit the garage through the newly opened door.



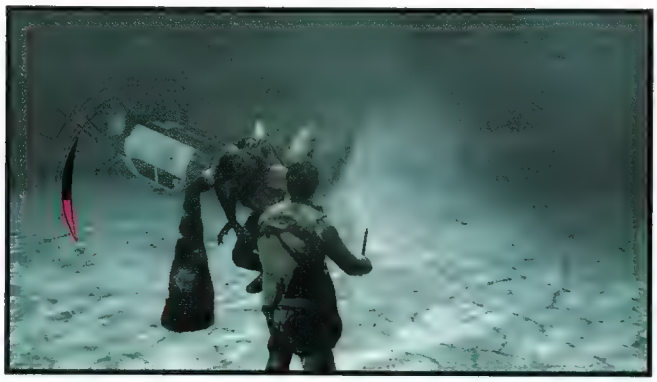
AIM FOR THE ANIMA

If you didn't already notice, the Siam creature has a female *and* a male side. The front, or masculine side, of a Siam is heavily reinforced. To inflict maximum damage, run around the foe and focus Alex's attacks on the dangling female legs attached to the Siam's back side.

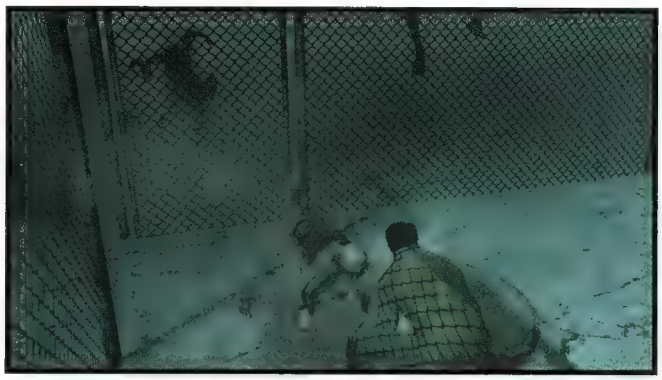


-------- Siamese Nightmare --------

Elle is waiting in the parking lot, but a rather menacing looking Siam is positioned between her and Alex. This beast attacks relentlessly with combo punches and takedowns. Use all of Alex's ammo to take it down, putting as much distance as possible between Alex and the beast. If you run out of ammo, approach the Siam at the most opportune moments and defeat it mano-a-mano with Alex's melee weapons.



After defeating the Siam, Elle and Alex's hazards only escalate. Dozens of Schisms are flooding the area and it would be paramount to suicide to fight them all. Elle and Alex escape to the sewers for safety…well, at least in theory.

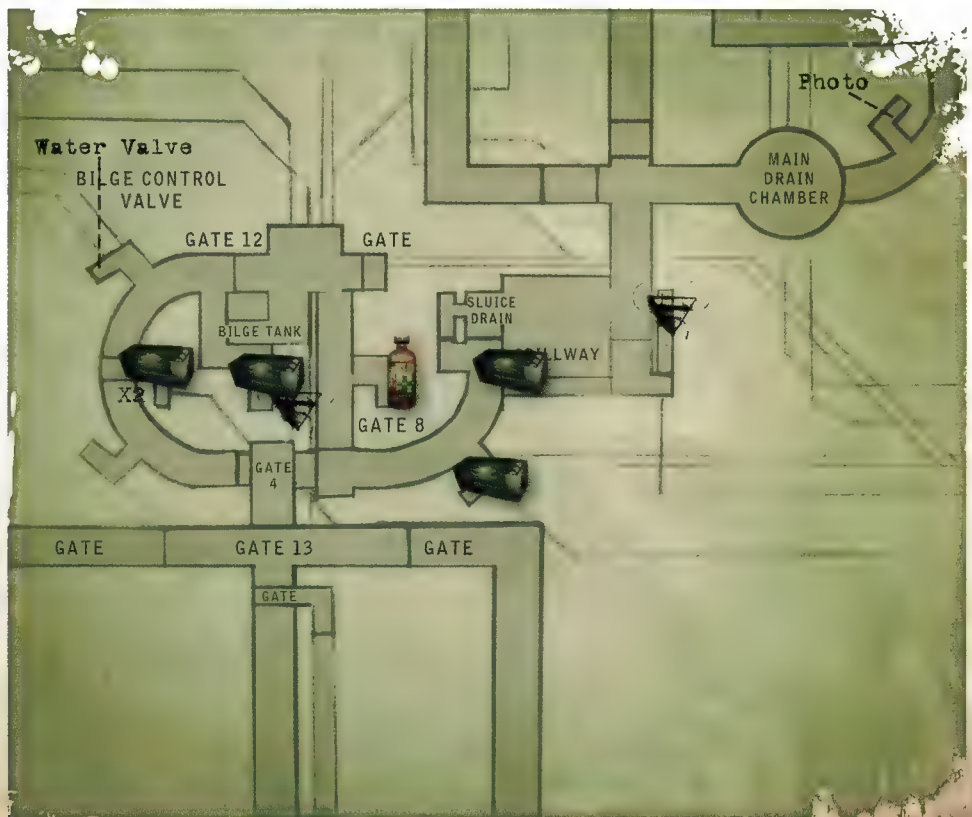


SEWERS

Elle and Alex escape the fast approaching horde of Schisms and head into the sewers for protection. Neither one is pretending that they are any safer in the sewers than they were up above. In fact, Elle seems to be starting to lose all hope. The town of Shepherd's Glen has gone to hell and all that Alex and Elle can do now is hope to God that they find their siblings before it is too late.

INTO THE FILTH

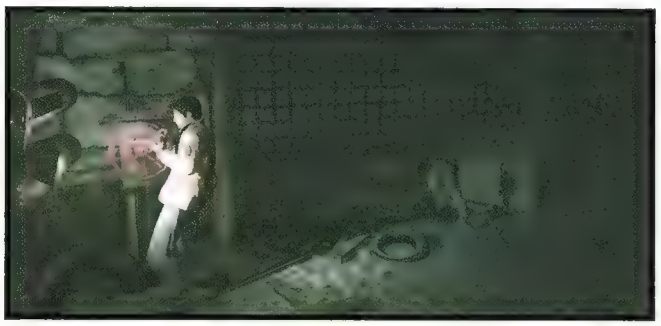
OBJECTIVE 1:
Find a way out of the sewers. . . .

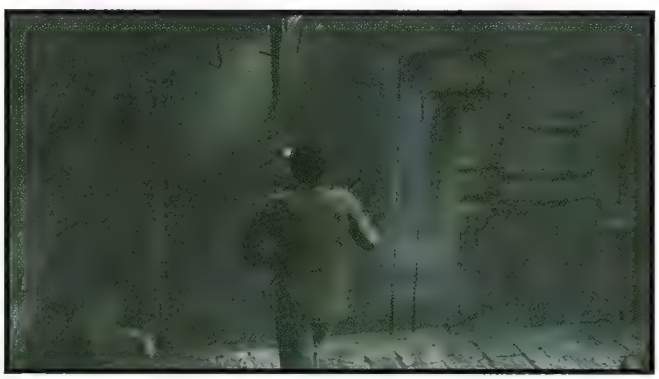


FIND A WAY OUT OF THE SEWERS

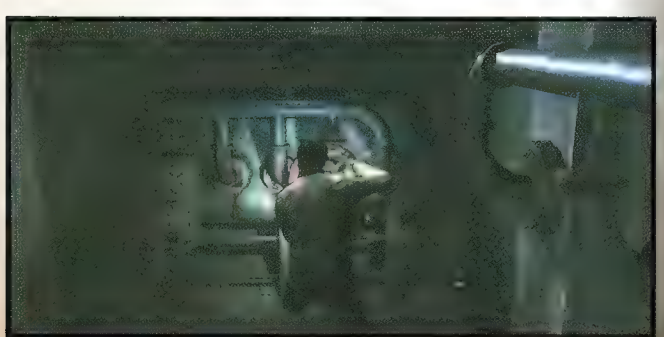
----- Navigating the Darkness-----

Leave the platform and venture further into the sewers. (Elle will automatically follow Alex.) Move toward the large steel gate on the left with a big number "3" on it. Elle notices a round valve next to the gate, which may provide a way out of this mess. Approach the valve and turn it to allow Elle to slip underneath. When she's safe, Elle will hold it open for Alex. Walk to the far-left wall and hop onto the ledge to access a small walkway. Travel down the walkway and drop into the water-filled corridor.





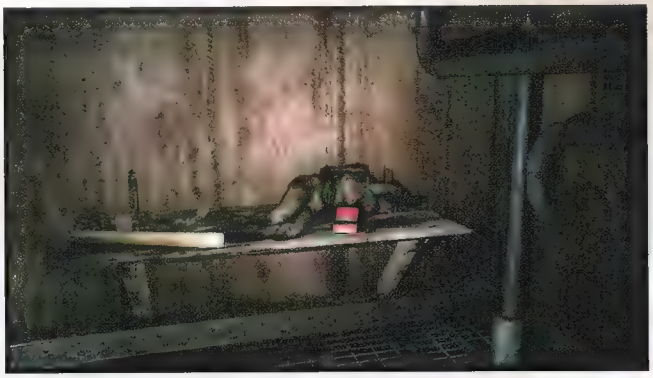
Dispose of the Lurkers hiding in the water, then climb out of the water on the other side of the corridor. Grab the **Pistol Ammo** from two separate locations (to the left and on the broken sewage tank) before proceeding through the hole in the wall. Walk down the path and climb the ledge to the left. Use the Steel Pipe to pry open the fence, then turn the valve inside the room to lower the water level elsewhere in the sewers.



FIGHTING FOR TWO

At this point, Alex must fight for his survival and Elle's. She will stay close to Alex as he navigates the sewers and, for the most part, stay out of danger. When enemies start to swarm around, though, they will attack Elle. Since she has no way to defend herself, Alex's most important job is to save her because if Elle dies, then it's Game Over!

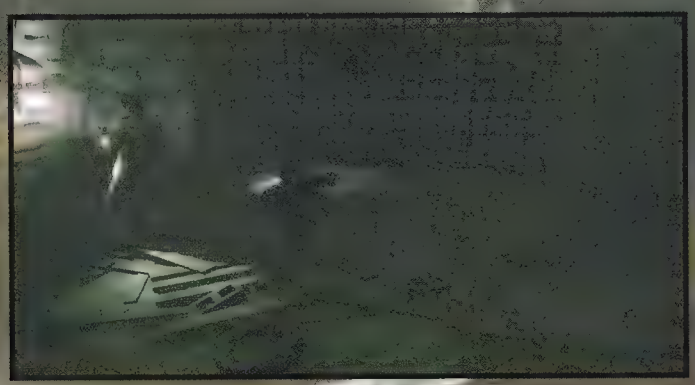
Leave the platform and return to the sewer corridor, walk to the end of the path, and climb the last ledge on the right. There are some goodies to acquire first, so don't use the ladder just yet. Instead, advance past the Save Marker to reach the back room and pick up the **Area Map** and the Shotgun Shells next to the charred corpse.



Climb down the ladder, walk across the pit to the other ladder, and ascend to the other side. Advance down the pathway and climb down the ledge to the right to re-enter the sewers. Travel down the pathway and enter the nook along the left wall to find a **Health Drink**. Next, head down the main sewer corridor to Gate 8 and search for another valve. Rotate the valve to allow Elle to slide underneath. There is no way for Alex follow, but Elle can open Gate 4.

ARE WE LOST?

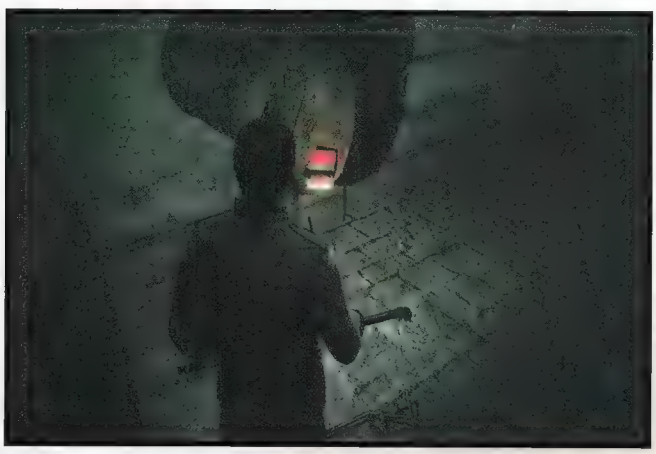
There are a lot of places to explore in the sewers and you definitely don't want to get lost with all these crazy creatures running about. If things begin to look bleak, then access the area map to find out where you have and haven't been in a particular area. This is a good tactic to use in any area of the game.



--------Alone in the Sewers ------

Turn around and return to Gate 4. During this return trip, some Needlers will burst from the walls before Alex reaches the ladders. One will emerge in the sewer, while the other one will appear on the platform prior to the ladders. Return to where Alex killed the first Lurker and dispose of another Lurker patrolling the area. Move past the pool of water to Gate 4 and enter the area when Elle opens the gate.

Continue down the sewers and head for the Sluice Drain. Explore the nook in the wall along the right-hand side to gather some **Shotgun Shells**, then travel straight for the Sluice Drain. Advance through the open gate and annihilate the Needler that emerges. Climb up the ledge on the left and go down the ladder at the end of the path.



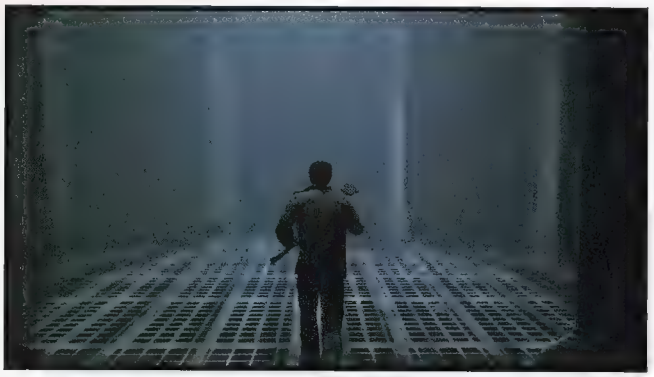
NEEDLER ON THE LOOSE!

Make sure you're prepared for a sudden attack as soon as Elle opens the gate. Quickly duck underneath the gate and gun down the hard charging Needler set on ripping Elle to shreds.

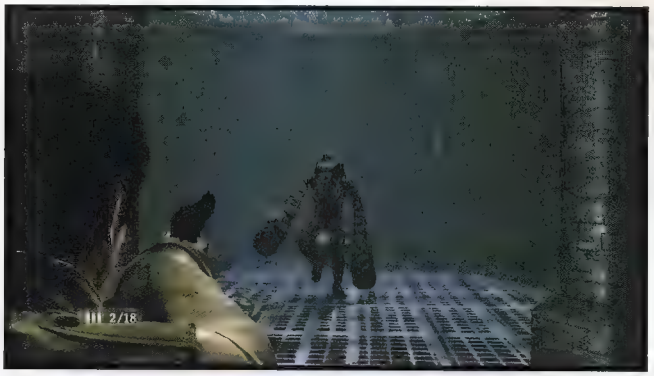
-------- The Final Stretch-----

Cross the catwalk and jump into the rather large canal. After disposing of a pair of lurkers, climb the ladder located on the far right of the platform. Eliminate the Needler near the rear of the catwalk and collect the **Ammo** in the back-right corner. Next, turn around and pull the lever near the top of the ladder to open the door to the left.

Enter the room on the right to save your game, then proceed deeper into the sewers. Take a left toward the Main Drain Chamber and open the gate using the nearby valve. Elle slips through but, once again, Alex is left alone while Elle attempts to get Alex through.



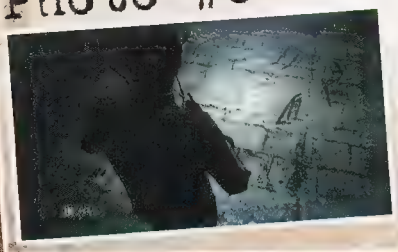
When the coast is clear, the harrowing screams of Elle strike fear in Alex. Before Alex can rush to her rescue, a rampaging Siam appears. Act quickly and use a gun to weaken it from a distance (if ammo isn't an issue); don't approach this powerful beast unless otherwise necessary. When the beast falls, the gates separating Alex and Elle mysteriously open. Continue through the open gates and follow the trail of blood out of the sewers.



NOT SO LONELY?

While waiting for Elle, some Needlers spring a sneak attack on Alex. Try to eliminate the monsters one at a time. You shouldn't spend too much time fighting against an army of Needlers, so the faster you can eliminate them, the better.

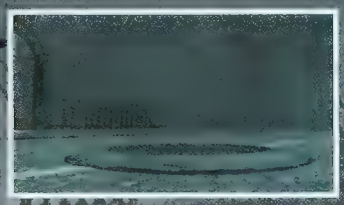
Photo #8



After crawling underneath the gate, climb up the ledge along the left-hand wall and grab the photo of Nora among the rebar.

RETURN TO SHEPHERD'S GLEN

Alex emerges on Craven Ave. back in Shepherd's Glen. The blood track stops prior to the streets, so the trail for Elle has gone cold. Whether or not the blood trail ends abruptly is a good or bad thing will remain a mystery for now...



STATE OF EMERGENCY

OBJECTIVE 1:
Go to Doc Fitch's office.

GO TO DOC FITCH'S OFFICE

----------Back in Town ----------

Travel down Craven Ave. toward Main Street until Wheeler, who's obviously still alive, spots Alex. Alex explains the bad news about Elle to Wheeler, who suggests that they meet at Doc Fitch's office to regroup. Continue down Craven Ave. and demolish the Ferals prowling the street. Turn onto Main St. and follow the blood splatters on the street.

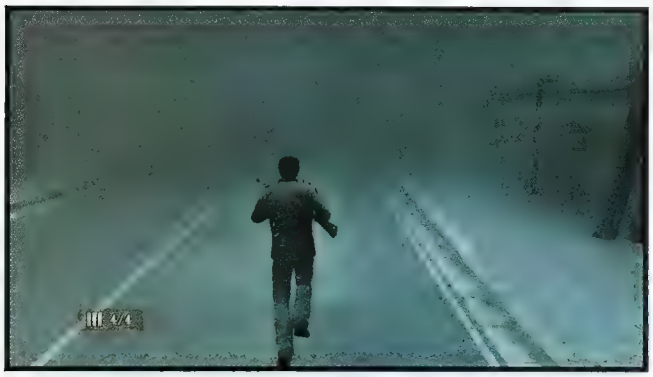
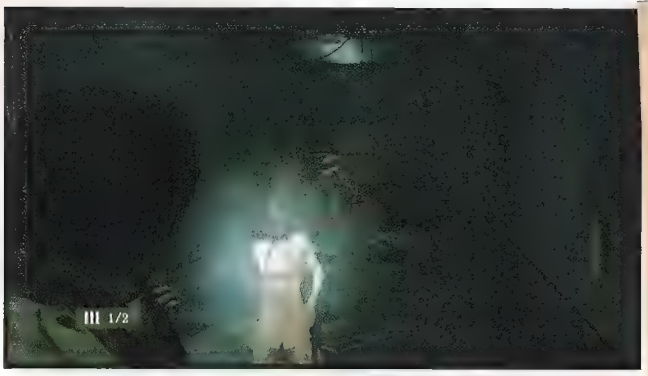


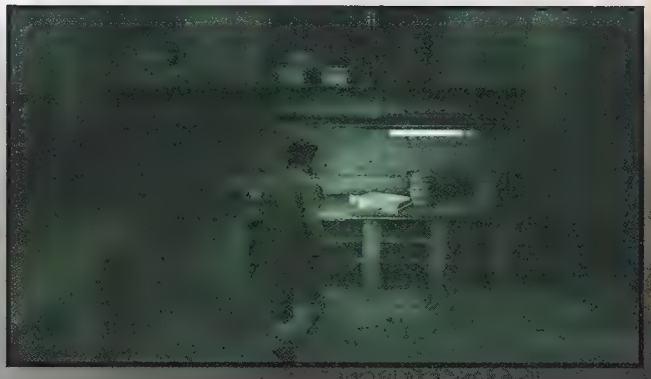
Photo #7

There is another photo located inside the children's examination room on the side counter. The photo illustrates Scarlet Fitch, Doc Fitch's daughter.

Alex eventually catches up to Doc Fitch, who is clearly terrified of something. He is covered in blood, but it doesn't seem to be his own. Suddenly, Doc Fitch runs into his office building on Main St. Inside the office building, grab the **Health Drink** in the receptionist area and enter the last door on the right in the main hallway.

Examine the little girl's dresser with the blue box on it. The blue case is locked, so Alex must find a key to open it. Exit the room and defeat the Nurses that have invaded the doctor's office. Remember to turn off the flashlight and radio to grant Alex temporary safety, as long as he remains silent and still. When the area is safe to patrol, enter the room adjacent to the children's examining room and pick up the **Serum** on the counter and the **Small Key** on the examination table.





Dear Mr. Fitch,

I was so disappointed that you missed our appointment last Thursday. This is the third time in a month that you've not appeared at the allotted time. I implore you to reschedule as soon as you can. We've made such progress over the past few months; I can't stress how important it is that we maintain regular contact to ensure a speedy recovery. I look forward to seeing you soon.

Sincerely. Dr. Slater Chief Resident Psychiatric

Department Alchemilla Hospital

Return to the children's room and use the Small Key on the blue case. The case reveals a rather creepy doll that suddenly starts to decay. After dropping the doll, Alex's head is filled with a turbulent noise that knocks him out. When he finally wakes up, he discovers that he has been transported to a completely foreign environment.

HELL DESCENT

Alex has once again entered the hellish environments of an altered Shepherd's Glen. It seems that the only thing to cross over with Alex into this new landscape is Scarlet's creepy old doll.

DOWN THE RABBIT HOLE

OBJECTIVE 1:
Investigate the area . . . . . .

OBJECTIVE 2:
Find Joshua . . . . . .

------- The Downward Spiral-------

Exit the little girl's room and enter the Descent by dropping down the ledge at the end of the hallway. Move further down the path after dropping off the ledge to witness Joshua run away into the darkness. Continue down the path and take the stairwell to the left.

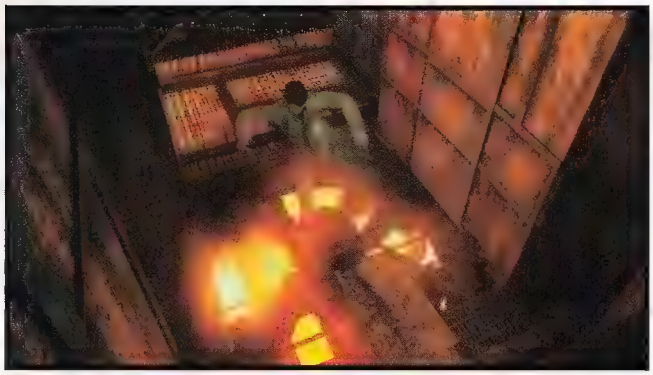
ESCHER GONE MAD

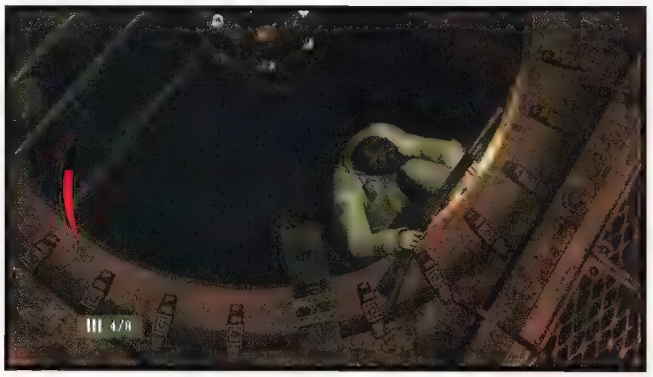
This new world that Alex has entered is a chaotic dimension of dead ends and endless staircases. To make matters worse, there is no map for this area! To make it through safely, follow the directions in this walkthrough to avoid getting lost in the ether.

FIND JOSHUA ...

Follow the stairwell all the way down, then take a right turn where the path diverges. This pathway ends with a catwalk being cut in two; the gap is small enough to safely jump across...well, almost.

After jumping across the gap, repeatedly press the button that appears on-screen to make Alex pull himself onto the ledge. Back on the catwalk, continue down the stairwell to a large hole in the wall to the right. Jump across and into the hole. Next, turn left and follow the path across a spinning fan blade. Jump across the fan blade and drop down into the next fan vent.

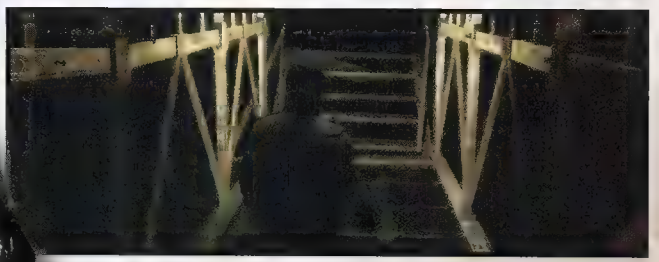




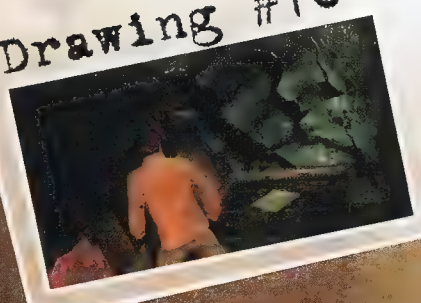
OPTIONAL FIGHT

Before traversing the path near the second fan vent, take a moment to investigate another creepy doll to the right. When Alex examines the doll, he hears Joshua's voice whisper, "Behind you". When Alex turns around, a Smog makes a sudden appearance. Remember: This is a purely optional event to experience.

Demolish the three Swarms at the bottom of the vent and collect the **Ammo** sitting on the table. When the coast is clear, hop down onto the ledge to the right. Follow the stairwell and catwalks until Alex reaches an Exit sign. Turn to the left at the Exit sign and drop down over the open ledge.



Drawing #10



There's another drawing to pick up in this area. Instead of turning left to fight the Smog at the fork in the road, turn left to locate the drawing on the floor.

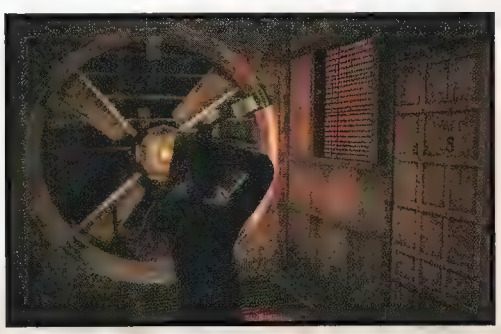
Proceed up the stairs and collect the **Health Drink** at the top. Walk down the stairs and catwalks to reach a fork in the road. Kill the Smog that appears and continue down the path. Jump across to the next catwalk at the dead end.

Turn left, travel down the dark pathway, and drop down at the ledge. Turn left again and continue down the tight corridor that leads between the walls. Climb down the ladder to the left, turn to the right, and venture further into the darkness. *Note that if you reach Ward 2D, you have gone the wrong way!* Finally, drop over the ledge at the dead end.

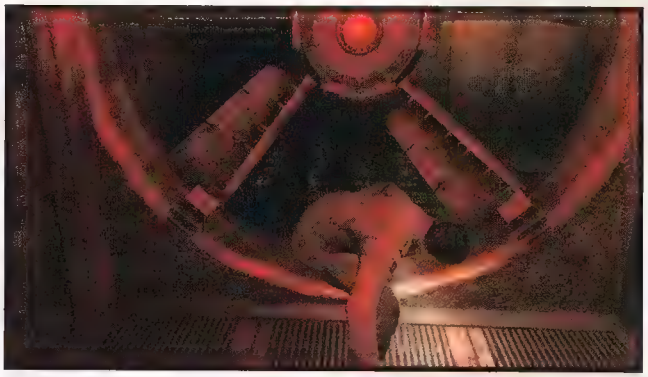
Run down the corridor, jump across the glowing gap, then hop over the ledge at the end of the hall. Climb down the ladder, move toward the end of the room, and squeeze through the pipes. Duck underneath the stopped fan and collect the **Crowbar** on the desk.

A NEW WAY TO BREAK SKULLS

The Crowbar works just like the Steel Pipe, except that the Crowbar is capable of heavier and deadlier blows. Alex is even more lethal when wielding this pointy mass of steel. Monsters beware!



Return back up the ladder and step back onto the ledge. Move down the hallway and jump over the two glowing chasms. Next, drop down the ledge ahead and descend down the ladder. Head to the left of the ladder and pull on the lever to slow down the movement of the adjacent fan. Once the fan blades stop moving, proceed to the next area. Continue down the stairs and drop to the next ledge. After doing so, turn around and continue to another fan.



Now it's time to follow the path to the right to reach a room filled with three large fans. Duck underneath the vertical fan to the right (the one that isn't moving). Cut through the fleshy door on the left side of the wall, but watch out for a lone Swarm creature on the other side. With that foe out of the way, pull the lever on the wall. Pulling the lever accomplishes a couple of things: First, it turns off the two fans that were currently running; second, it turns on the fan that was currently not running.

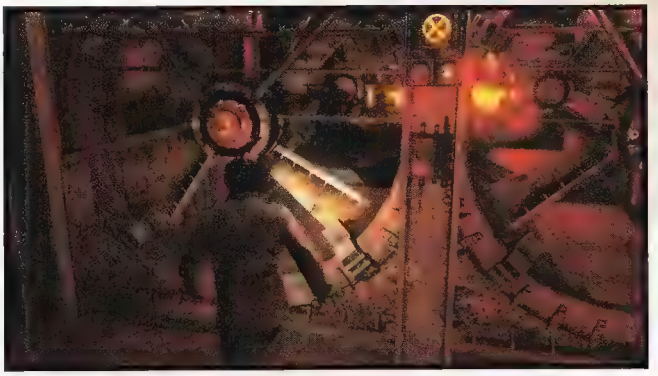
Drawing #11

Another one of Joshua's drawings is located on the other side of the fan. Pick it up to add to Alex's collection.

After altering the fans' movement, duck underneath the one to the right of the lever and drop down into the fan vent on the floor. Upon landing, follow the progressively more subterranean path until Alex reaches a room filled with even more fans.

--------Rewiring the A/C --------

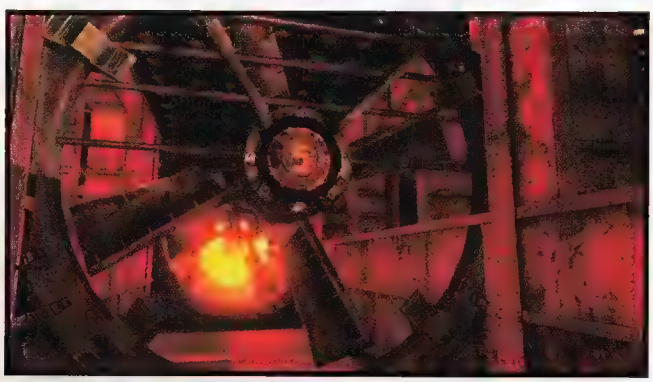
This room contains several puzzles that must be solved. First, duck underneath fans #3 and #2 and collect the serum located behind fan #2. After doing so, return to the front of fans #3 and #4.



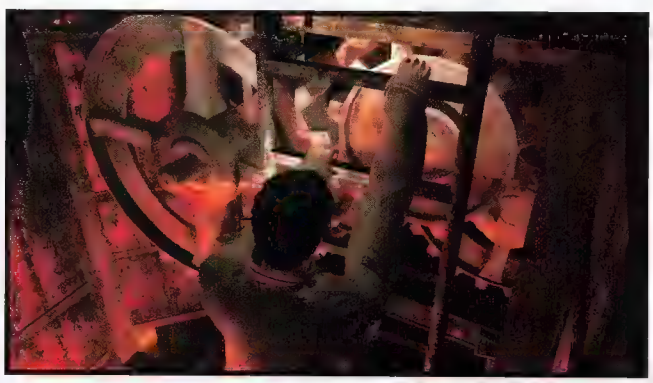
The staff and patients in this hospital have the right to work and be cared for in a safe and supportive environment.

To solve this puzzle, you must turn on all the fans on the left side of the room and deactivate all the fans on the right side. To accomplish this, follow these steps:

1. Pull the 4/5 lever.
2. Pull the 3/4 lever.
3. Pull the 2/3 lever.
4. Return to the other side and pull the 5/6 lever.
5. Pull the 4/5 lever.
6. Pull the 3/4 lever.



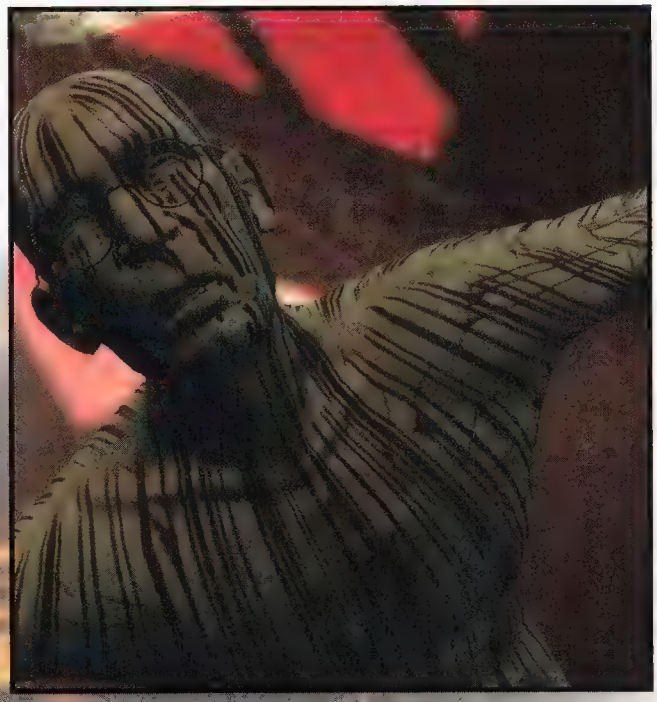
After deactivating all of the fans on the right side of the room, duck underneath fans 4, 5, and 6 to delve deeper into the decent. Turn left outside of fan 6 and take the ladder down. Save your game and take the next ladder down. Continue to follow the path behind the second ladder and walk down the catwalks to reach the Exit.

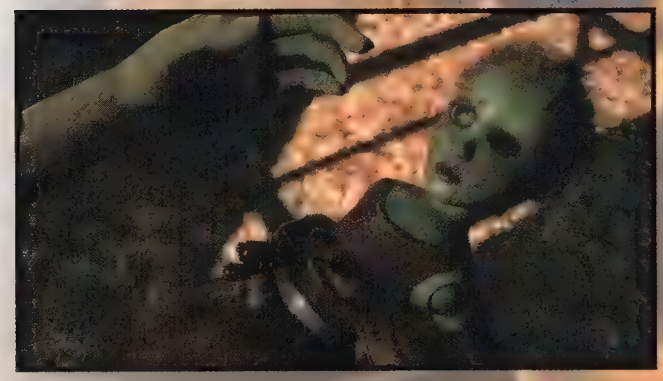


---------The Doctor Is In --------

Continue through the exit until Alex reaches a strange door blocking his path. Surprisingly, the door is unlocked. Open the door and walk into the center of the room.

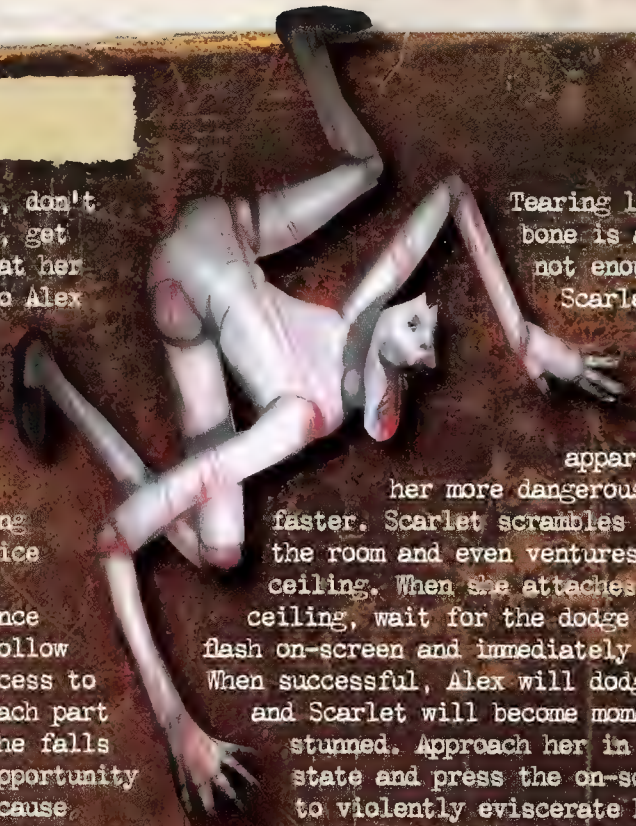
Alarmingly, Alex finds Doc Fitch cutting himself in the center of the room. He states that he is there to see Scarlet and that what he is doing, he is doing for her. Give the Doc Scarlet's doll when the opportunity arises. Upon doing so, transformations begin to occur and the Doc finally gets his wish. Scarlet eventually emerges as a harlequin monster of sorts, arriving to immediately devour Doc Fitch!





Scarlet

Unlike the previous boss battle, don't use all of Alex's ammo. Instead, get close to Scarlet and hack away at her legs. Scarlet is rather tall, so Alex must pummel her legs into submission to get a better shot at her body. Try to avoid Scarlet's sweeping attacks by dodge rolling, then get behind her and start hacking and slashing away! When attacking her legs, you will begin to notice that the lower part of her legs will start to break and tear. Once one leg breaks, the other one follow in short order. Repeat this process to break both upper thighs. When each part of Scarlet's legs are broken, she falls to her knees. This creates an opportunity to bludgeon her upper body and cause severe damage. Break both of her arms and follow that up by cracking open her head to bring her down. After inflicting a certain amount of damage to Scarlet, Alex can perform a finishing move. Simply press the on-screen buttons as indicated to execute the finishing move.



Tearing ligament from bone is apparently not enough to bring Scarlet into submission, as taking this approach apparently makes her more dangerous and much faster. Scarlet scrambles across the room and even ventures onto the ceiling. When she attaches to the ceiling, wait for the dodge button to flash on-screen and immediately press it. When successful, Alex will dodge the attack and Scarlet will become momentarily stunned. Approach her in this stunned state and press the on-screen button to violently eviscerate her. Attack Scarlet while she is on the floor and repeat the process of dodging her ceiling attacks, then perform finishing moves on her. If you have extra ammo, shoot at Scarlet as she scampers around to room to inflict additional damage.

Hack away at Scarlet's legs.

Dodge roll to avoid her attacks.

If you have extra ammo, unload on Scarlet.

Although Alex wins this battle, there is no time for celebration. The puddle of blood in which Alex is standing eventually begins to pull him under. A key pops out of Scarlet, but Alex is too busy drowning in Doc Fitch's fluids to grab it. The blood finally overtakes Alex and he descends further than he ever thought possible.

TOWN HALL

Alex miraculously survives the hellish ordeal endured in the Descent, but wakes up on the floor of the children's examination room in Doc Fitch's offices quite disoriented. Fortunately, the mysterious key that popped out of Scarlet's back made it to Shepherd's Glen. Upon closer inspection, Alex recognizes the key from his childhood and, in the process, discovers the next clue to uncovering the mystery of Shepherd's Glen.

TOWN MEETING

OBJECTIVE 1:
Go to Town Hall. . . . . .

OBJECTIVE 2:
Traverse the cemetery and enter the Shepherd's house. . . . . .

OBJECTIVE 3:
Talk to mom about dad's Letter . . . . . .

GO TO TOWN HALL

------- Searching for Clues -------

Exit Doc Fitch's offices and head down Main St. to find the Town Hall. There are several Feral and Schism creatures wandering about the streets, but it's quite possible to avoid them altogether by running by them in the wide streets. Whether you choose to fight them or not, enter the Town Hall through the double doors.

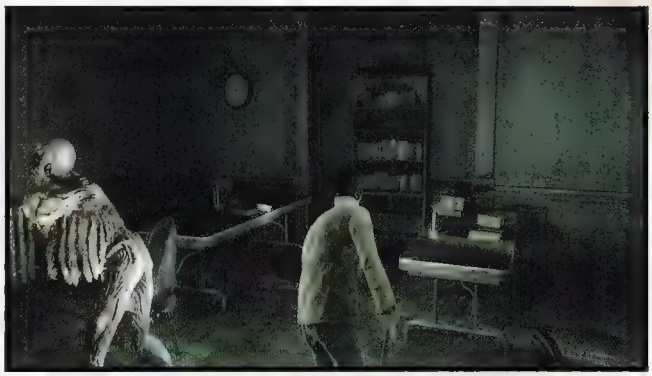
Once inside, enter the single door on the left and defeat the Smogs roaming in the hallway. When no foes remain, walk down the hallway and take a right at the end of the hall; enter the first door on the left.

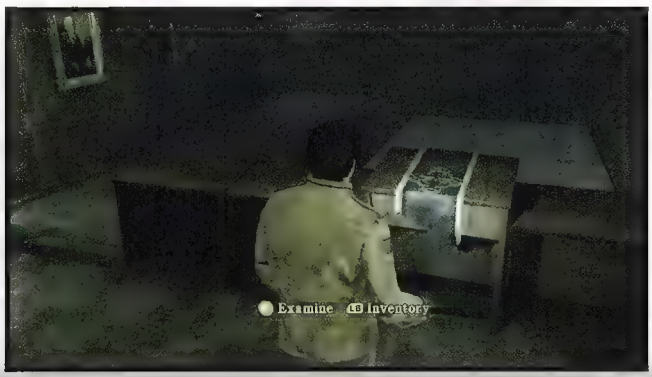
Drawing #12

Push back the bookshelf in the room with a painting of Isaac Shepherd to discover another drawing of Joshua's.

Save your game at the Save Marker and return to the hallway. Go back to the door with the wooden planks covering it (located at the beginning of the hallway) and hack it to pieces. Inside the room, examine the photo on the table to learn more about Alex's great, great, great, great, great grandfather Isaac Shepherd. After learning more about Alex's lineage, exit the room and enter the door directly across the hallway.

Walk across the main room and enter the opposite door. Next, enter the door across the hall and to the right. Dispose of the Smog creature in the room, pick up the **Serum** on the table, then return to the main room. Walk behind the pulpit in the main room and use the Founder's Key. Doing so reveals a trap door in the center of the room.

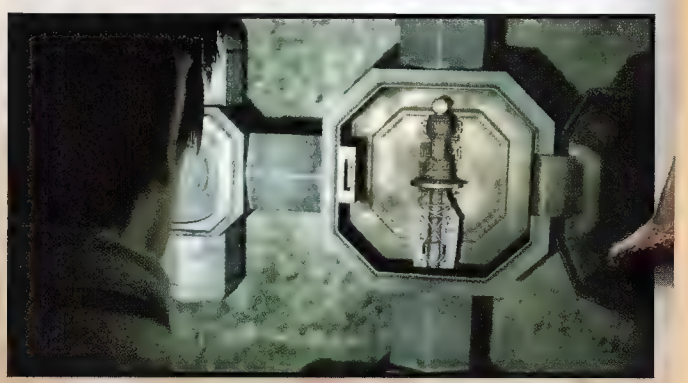




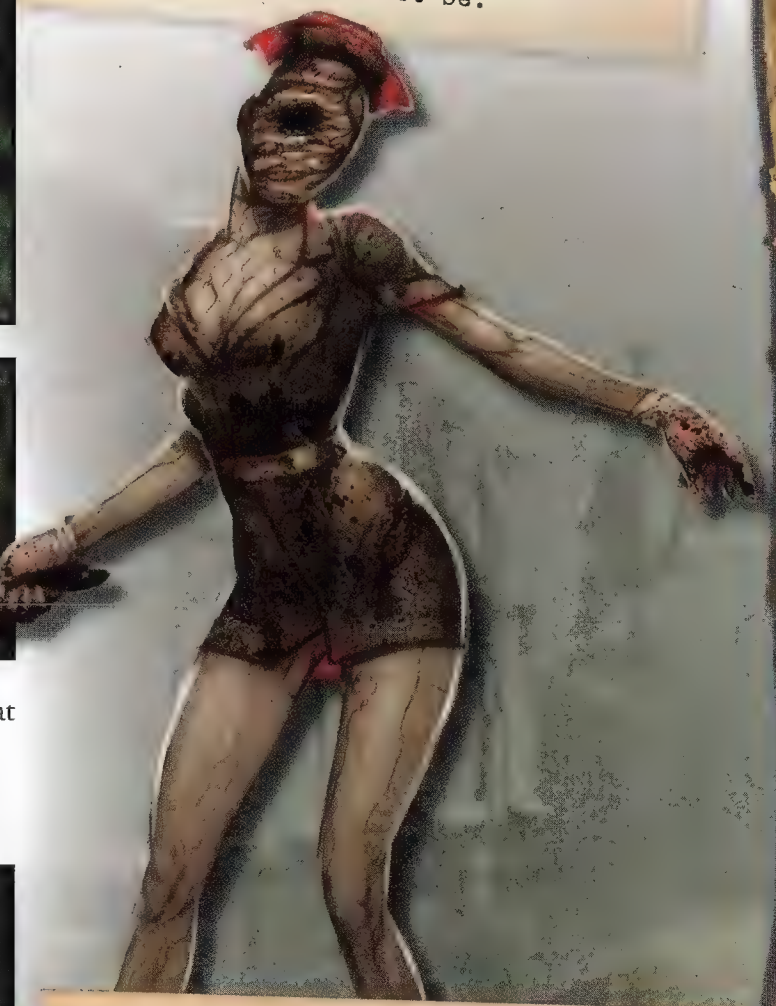
A Secret Hideaway

Venture into the secret catacombs and grab the **First Aid Kit** at the bottom of the stairs. Turn left and advance down the tunnel. Turn left at the end of the hallway and enter the next room through the small gap in the wall. There are three nurses in the next room; you can either fight them or avoid them (simply turn off Alex's flashlight and radio).

There are several scattered texts inside this room that shed more light on the Shepherd's Glen mystery. To the left of the text is a strange cross; investigate it to discover a **Ceremonial Dagger** hidden inside. The Ceremonial Dagger, which bears strange markings, looks like it should work as a key for some of the odd-looking doors in Shepherd's Glen.



In the pursuit of creating a more perfect Way, rules must be followed and rules must be enforced. Any member who ignores this command shall be dealt with swiftly and in view of all. This shall ensure continued prosperity. It is, therefore, imperative that the effective Master of Arms not waive in the responsibility of enacting this power until his last day in this life. In God's name, so shall it be.



With the truth of the old believers fractured, it is essential that one person maintain and effectuate the modern sectarian rites we have toiled so faithfully to create and protect. After taking up the mantle of this post, The Performer of Rites shall make a pilgrimage to the edge of the forsaken region to purify himself from the sins of the past. There he will beseech the forefathers for forgiveness and understanding. In God's name, so shall it be.

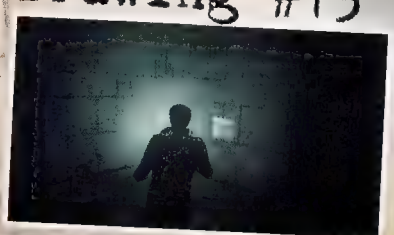
In defense of The Tenets, it is necessary that one person preside over the punishments of any members who have fallen from the Path. These rulings must be based on complete understanding of the laws set forth and must be executed without prejudice. The Executor of Law must not waive in the responsibility of enacting this power, he must declare his oath, in public forum, to uphold the ideals of The Book. In God's name, so shall it be.

To continue on the path we have laid before us, it is vital that the people remember the road traveled. We must continually provide, update and nurture accurate records of the past that cannot be challenged by outsiders. Once the lore has been handed over, The Keeper shall confine himself to an uncorrupted sanctuary. There he shall learn the history of the Founders. In God's name, so shall it be.

Search the walls in between two of the books for a small keyhole and use the Ceremonial Dagger to enter the hole in the wall. Turn right down the hallway and then right again to enter a small corridor; continue to follow the corridor and turn left followed by two right turns.

Follow the path and then turn left at the second opening on the left wall. Proceed down the hallway and take a right to enter what appears to be someone's abandoned study. Climb the ladder next to the desk to re-enter Shepherd's Glen.

Drawing #13



As soon as Alex arrives at the top of the stairs, turn left to grab another one of Joshua's drawings.

At the top of the ladder, Alex finds himself locked inside one of the mausoleums. Use the Ceremonial Dagger on the door to exit the tomb, travel to the other mausoleum, and use the Ceremonial Dagger to open the locked door. Once inside, grab the **Serum** resting on the coffin.

TRAVERSE THE CEMETERY AND ENTER THE SHEPHERD'S HOUSE

---------- Homecoming ----------

To begin the journey back to Alex's house, head to the southwest corner of the Founder's garden and hop into the pit. Duck underneath the gap in the wall and prepare to fight a couple of Smog creatures in the tunnel. Next, walk to the back of the tunnel and collect the **First Aid Kit** and **Shotgun Ammo**. Duck underneath the gap in the center of the tunnel and climb back up into the cemetery.

Travel back through the family crypts following the same path you used on the first visit to this area. Before leaving the family crypts, though, hack through the wooden planks barricading the last crypt in the Family Crypts North. Grab the **Chrome Hammer Pistol** as a reward.

Return to the Shepherd's backyard and enter the basement through the cellar door. Look for the army camo cloth draped across the wall in the basement and cut through it with the Ceremonial Dagger. Squeeze through the cloth and unlock the door on the left using the dagger.

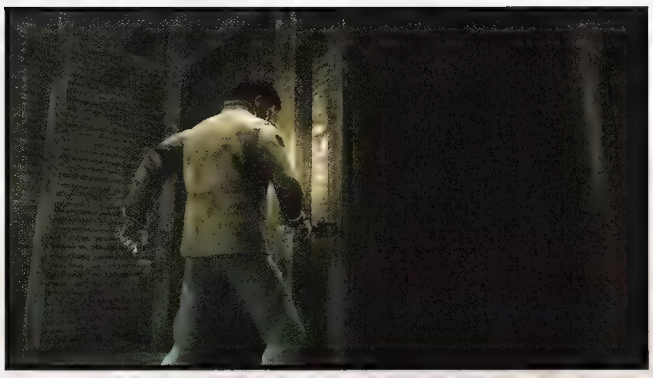
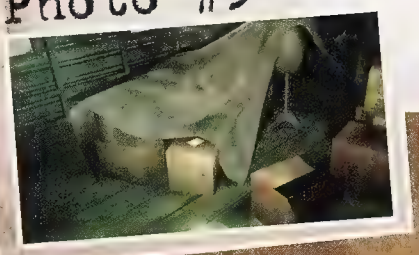


Photo #9



While inside the attic, search the nook to the left and rummage through the boxes to discover a strange picture of Alex.

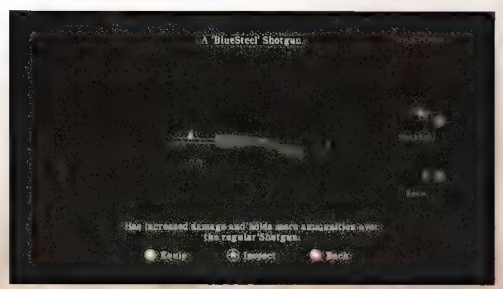
ASSAULT WITH A DEADLY WEAPON

The Chrome Hammer Pistol is a significant upgrade to the Mk 23 Handgun. Not only does it hold more bullets, but it also deals much more damage than any of the other handguns.

Enter the door and grab the **Attic Key** from the work bench. Look inside the cabinet to the right of the work bench and pick up the **Bluesteel Shotgun**. With a new weapon in tow, proceed to the attic door and unlock it using the Attic Key.

THE RIGHT TO BEAR ARMS

It would be outright crazy to fight any of the monsters in Silent Hill without some serious firepower. That is why the Bluesteel Shotgun will quickly become an integral part of your arsenal. This powerful weapon packs more punch and carries more ammo than the old shotgun, making it a perfect killing machine!



CERTIFICATE OF RELEASE OR DISCHARGE
FROM ACTIVE DUTY

NAME: SHEPHERD, ADAM J.

RANK: COL

PAY GRADE: 06

DATE OF BIRTH: 19540418

PLACE OF ENTRY INTO ACTIVE DUTY:
FORT BENNING, GA

LAST DUTY ASSIGNMENT AND
MAJOR COMMAND:
XVIITH AIRBORNE CORPS

STATION WHERE SEPARATED:
FORTH BRAGG, NC

DECORATIONS, MEDALS, BADGES, AND
CAMPAIGN RIBBONS AWARDED
OR AUTHORIZED:
GOOD CONDUCT AWARD, PURPLE HEART,
SILVER STAR

MILITARY EDUCATION: BASIC PARACHUTE
TRNG, AIR ASSAULT CRSE, US MIL
COMMAND AND STAFF COLLEGE

TYPE OF SEPARATION:
RELEASE FROM ACTIVE DUTY

CHARACTER OF SERVICE: HONORABLE

NARATIVE REASON FOR SEPARATION:
RETIREMENT

I hereby certify that the attached
document is a true and accurate
record to the best of
my knowledge.

(signed) Adam J. Shepherd

Proceed to the back of the attic and push aside the bookshelf. Alex has a transcendental moment and experiences a flashback memory of Joshua's. He sees his father giving Joshua a family heirloom and telling Joshua to keep it a secret from Alex.

After the flashback, advance to the desk Alex and investigate the strange puzzle. To solve the puzzle, follow these steps:

1. Move the top-right double piece one space to the left.
2. Move the second piece in the third row one space down.
3. Move the third piece in the third row one space to the left.
4. Move the double piece on the far-right in the center one space up.
5. Move the bottom-right double piece one space up.
6. Move the second piece in the fourth row two spaces to the right.
7. Move the first piece in the fourth row two spaces to the right.
8. Move the second piece in the third row one space down.
9. Move the second double piece in the third row one space to the left.
10. Move the center double piece on the left side one space down.
11. Move the first piece in the first row one space down.
12. Move the double piece on the top far-right one space down.

By completing the puzzle, the desk drawer opens and Alex discovers a letter from his father. The letter is actually a confession by his father detailing how he has failed the town and explaining how a mysterious group called "The Order" has returned to kidnap and kill all those left in Shepherd's Glen. After reading the letter, Alex discovers a map of Silent Hill hidden behind it. Now it's time to head downstairs and see what Alex's mother knows of Silent Hill.

I have failed and they know it. They blame me. They should. I swore to protect this town, but I can't. The streets decay before our eyes. The curse we always feared has come upon us. Worse yet, The Order has returned, kidnapping and killing with impunity, brainwashing those they take in an effort to rebuild their flock.

Whether they want to punish us for the exodus of our forefathers-or simply to breathe new life into the old ways-I don't know. But they've taken our people. The only thing left is to face the source of this evil, to fight it, and pray that some hope can be restored. My sole consolation is that I've finally opened my eyes to the evil in Silent Hill.

TALK TO MOM ABOUT DAD'S LETTER

------- Closer to the Truth-------

Alex runs downstairs and questions his mother about Silent Hill, but she's in no state for interrogations. Before long, members of The Order attack Alex from behind and kidnap his mother. While Alex lies unconscious on the floor of the home in which he grew up, it begins to slowly devolve into a hellish prison.

THE ATTIC

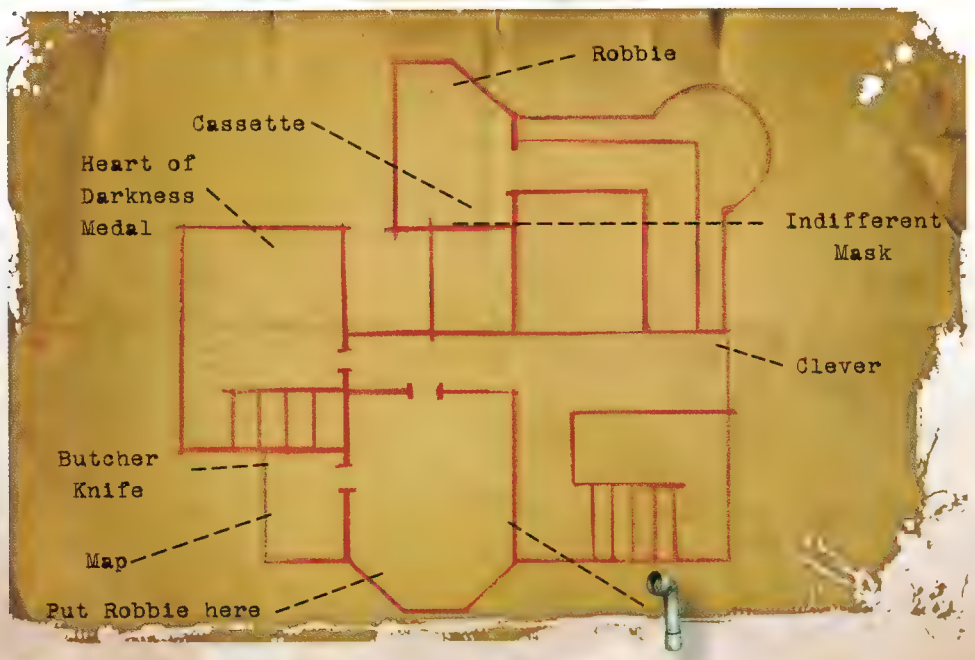
Alex wakes up to find that his world has been turned upside down. The home in which he grew up has shed its "skin", exposing a decaying underbelly of hate and violence in the process. Alex must solve the mysteries of his tortured home in order to escape the darkness his family has created.

DOMESTIC VIOLENCE

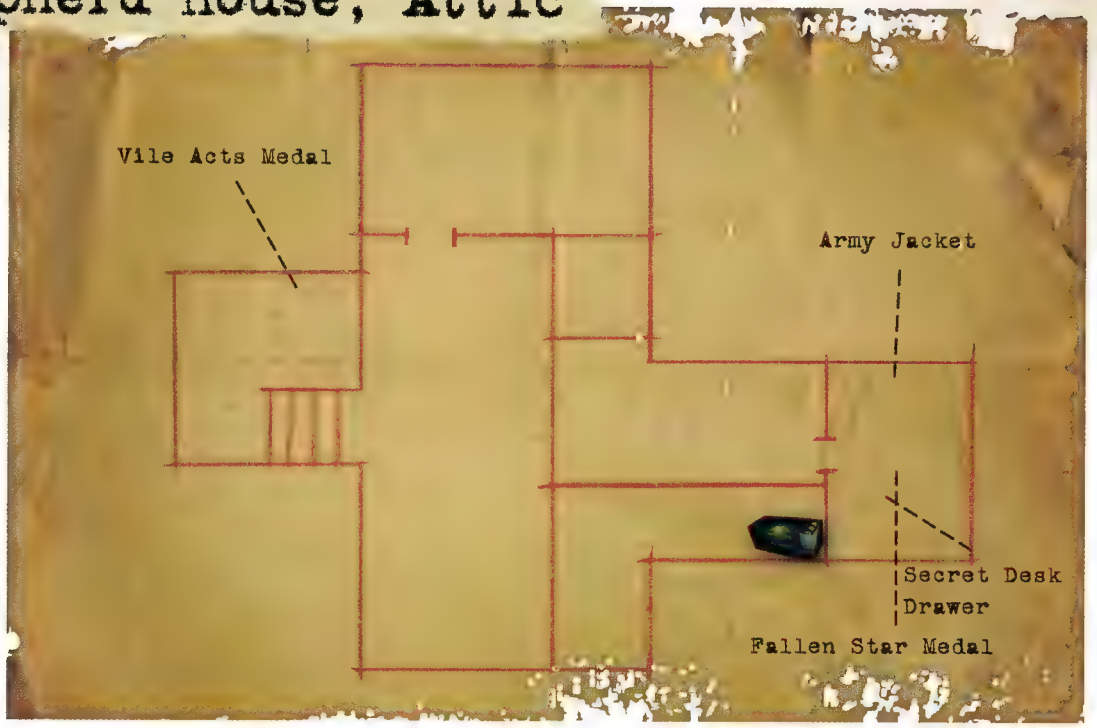
OBJECTIVE 1:
Escape the house.

Shepherd House, 1ST Floor

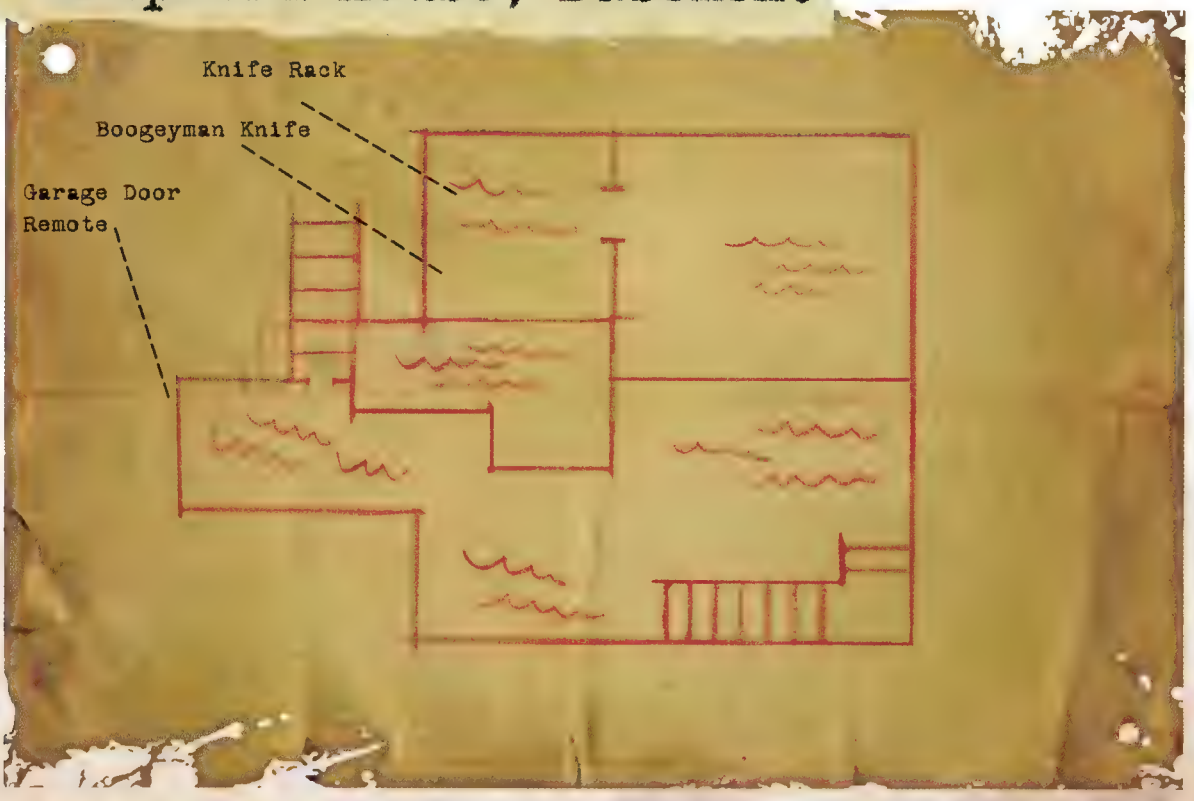
Shepherd House, 2ND Floor



Shepherd House, Attic



Shepherd House, Basement



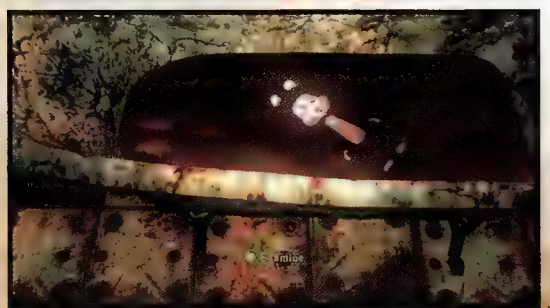
The Masks We Wear

Once you regain control of Alex, head through the double doors to the right. Save at the Save Marker hidden behind the large boiler and grab the **Angry Mask** on the nearby desk. With the mask in tow, exit the room and read the bloody text written near the double doors.

To escape to the future you must know the past

We are bound to our pain, remember, and set us free

Proceed up the stairs, heading straight toward the double doors to Alex's parent's bedroom. Grab the **Clever** on the table near the door before entering the master bedroom. Things have turned topsy-turvy in this dimension, as his parent's bedroom is freakishly glued to the ceiling. Only the bathroom remains somewhat normal, so go inside and pick up the **Indifferent Mask** on the counter. Before leaving, rifle through the bloody bathtub to find Joshua's filthy **Stuffed Rabbit**.



After collecting the goodies in the bathroom, go downstairs and enter the kitchen. There is a Swarm hiding out in the kitchen, so prepare to dispose of the creature before you begin to search for the **Frowning Mask** and **Health Drink** on the counter. Walk to the door to the right of the hellish-looking water heater and enter what should be the dining room.

MORE KITCHEN CRITTERS!

Don't overstay your welcome in the kitchen. If Alex remains in the kitchen for too long, more Swarms may arrive through the fleshy holes in the walls. At this point in the game, the last thing you need is to fight any unnecessary battles.

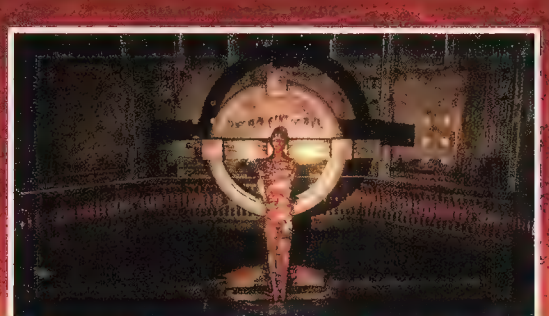
The dining room contains a puzzle involving the recently acquired masks (Angry, Indifferent, and Frowning). Examine the messages above the two bound corpses and decide which masks each one should wear. If you want to figure out the puzzle on your own, then *stop reading now!* If you want the answers, though, see the following section.

❶ CLUE: The first corpse's message reads: "To hide her pain this face she did wear…"

❷ SOLUTION: Place the Indifferent Mask over the first corpse.

❸ CLUE: The second corpse's message reads: "Behind this mask her heart was laid bare."

❹ SOLUTION: Place the Frowning Mask over the second corpse. One of the four symbols will light up over the exit to the house.



A Decorated Hero

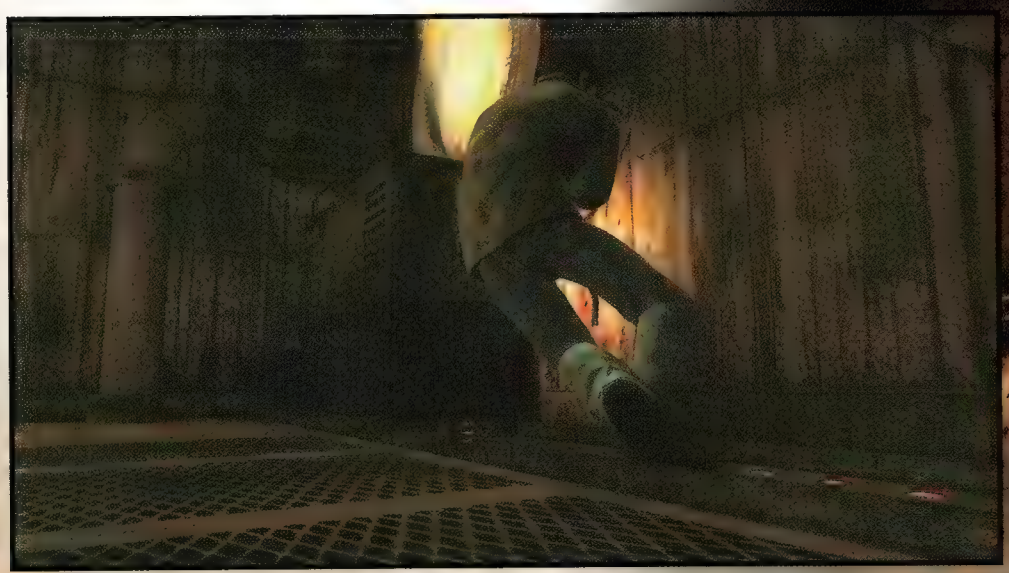
After the mask puzzle is complete, return to the main lobby via the kitchen. Watch out for the Schism that appears shortly after exiting the kitchen, then pull on the lever in the lobby. This causes the gates to the dining room and kitchen to close, but it also opens a new gate that leads to the attic.

Upstairs, use the first open door leading to the attic. Search the area near the wall on the right to find a table between two glowing vents. Unlike other tables in the house, this one is movable. Push the table to collect the **Heart of Darkness Medal**.

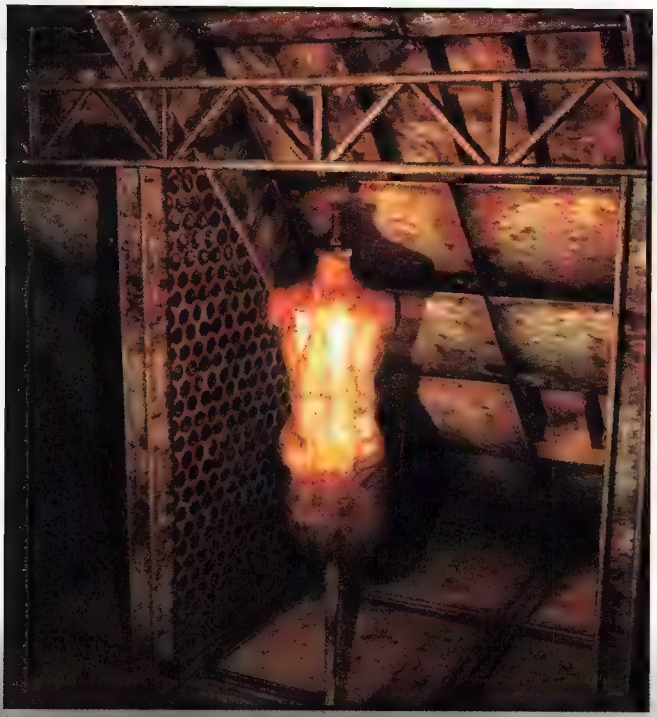
PUZZLE TIME AGAIN

The Heart of Darkness Medal represents the first medal of three that you must collect to solve the next puzzle. The walkthrough in this section covers how to find them all, so keep reading.

Head up the stairs into the attic, but keep your eyes peeled for a surprise Schism attack! There is a small crack in the machinery near the Schism's previous hiding place; move Alex to that area and squeeze through the gap. This hidden area contains some extra **Shotgun Ammo** and **Pistol Ammo**. Exit this area when you're finished.



Have Alex investigate the pipes next to the top of the stairs to discover a hole large enough to slip under. Do so and then examine the mannequin bust to the right of the pipes. Take the **Vile Acts Medal** from the bust, but be wary of another Schism attack from behind.



Duck underneath the pipes and squeeze through the pipes to the left toward the large orange fan. Next, slip underneath the pipes behind Alex and hop over the second set of pipes. Turn to the left and enter the room with the pedestal containing the medals case.

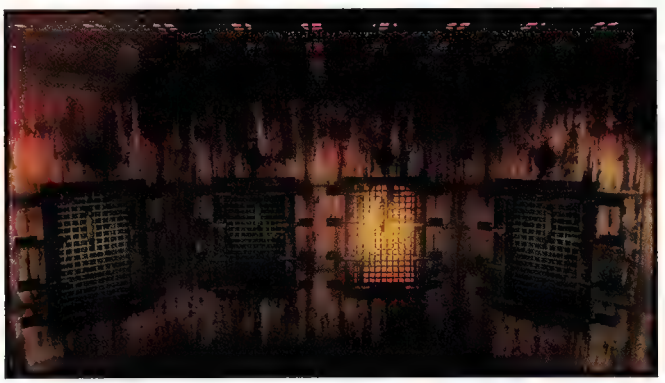
Examine the case and pay careful attention to the order of the indentations on the case. Grab the final medal, the **Fallen Star Medal**, and place the medals in their order of indentation onto the jacket to the left of Alex. The order from left to right is: Fallen Star, Heart of Darkness, and Vile Acts. After placing the medals in the proper order, a second symbol is lit over the front door.

Losing Track of Time

Leave the attic and return to the main hallway on the first floor. Pull the lever a second time to close the doorway to the attic and open the door to Joshua's room. Return upstairs and enter Joshua's room. Read the second note scribbled on the wall to reveal another hint for Joshua's time puzzle. Next, carefully read over the doctor's orders posted on the clipboard to the left. The final hint for the puzzle is contained inside the doctor's notes.

> Nobody saw when you were crying on your bed. I wanted to help you, but I hid myself instead. The ticking of a clock, then suddenly not. Fate left me here, in shadow I will rot. Under my covers the darkness kept me in. Only the daylight can save me from my sin.

Move to the other side of the room and examine the clock on the wall. The objective is to set the clock to the correct time to unlock the first stage of the puzzle. (The solution to the puzzle is noted within the "Solving the Time Puzzle" tip box in this section.) Investigate the glowing window and place the Stuffed Bunny on it. Once the bunny is bathing in the light, the third symbol on the front door will light up.



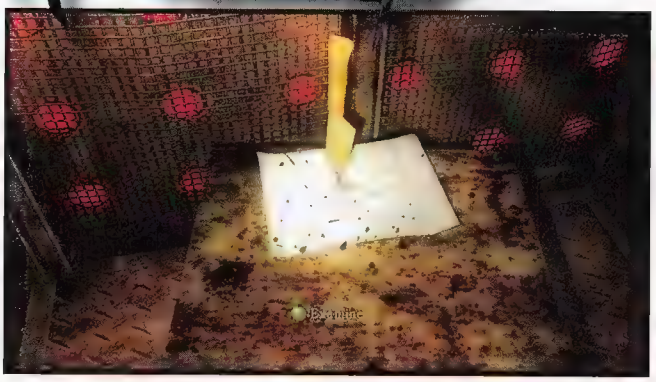
SOLVING THE TIME PUZZLE

There were a couple of clues provided earlier that could be used as a time stamp to solve this puzzle. For example, think back to the doctor's note and the patient's room number—*Room 206*. Set the clock to 2:06 to open the windows.

The patient in room 206 is scheduled to undergo a trans-orbital lobotomy tomorrow. I've mandated that the following medications be doubled on the day of the procedure-

------ Knives in the Basement -----

Turn to the right of the bunny and slash through the fleshy door next to the clock puzzle. Squeeze through the opening and grab the **Butcher Knife** on the wooden box. Return to the main hallway and pull the lever for the last time. Doing so locks Joshua's room, but it opens the basement door.



Once in the basement, walk toward the location of the water pump if this was not the otherworld. Defeat the Lurker hiding in the dark, go underneath the fence next to where the backyard door used to be, then squeeze through the fence to get closer to the butchering room. On the other side, look for the fleshy door and use the Ceremonial Dagger to cut through it and enter the secret room.

Drawing #14

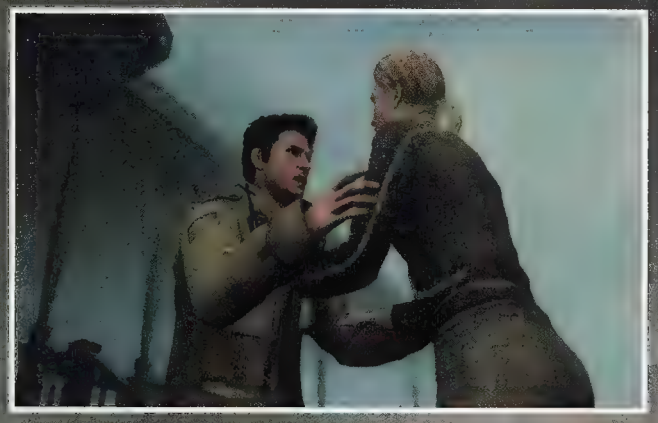
After crawling through the skin membrane wall in Joshua's room, search for another drawing hidden near the Butcher Knife.

Grab the **Bogeyman Knife** from the back of the dead Schism and inspect the cutting board to the right. You must place the knives in their proper places to complete the final puzzle. Look closely at the dirt markings on the boards to discover the locations. From top to bottom the order is: Butcher Knife, Clever, and Bogeyman Knife. The last knife, the Bogeyman Knife, is inserted into the head of the Schism.

---------- Move Calmly Toward the Exit ----------

Return to the front door and press the Action Button to rotate the door handle. Upon doing so, the flesh releases itself from the door and Alex's childhood home returns to its normal décor, leaving the rust and decay in the otherworld. Once the transformation is complete, Alex finally escapes the home.

DARK TIMES



Alex is greeted by Elle as he leaves his house. She is in distress and lets Alex know that her mother has disappeared. Alex figures that the only place that Joshua, Elle's mother, and everyone else from Shepherd's Glen can be is in the neighboring town of Silent Hill. Elle and Alex hear the familiar voice of Deputy Wheeler over the radio. He says that he is safe and that he can get a boat to transport them to Silent Hill.

Once on the lake, Wheeler tells Alex and Elle about the evils of Silent Hill and how he once heard about a young police woman who disappeared in Silent Hill. After Wheeler's story, Elle shows Alex a locket of her grandmother's and the two reflect on happier times. Before Alex and Elle can get any closer, some Order Members ambush the boat and kidnap Elle and Wheeler but Alex gets knocked overboard.

WELCOME TO SILENT HILL

OBJECTIVE 1:
Find Elle. . . . . .

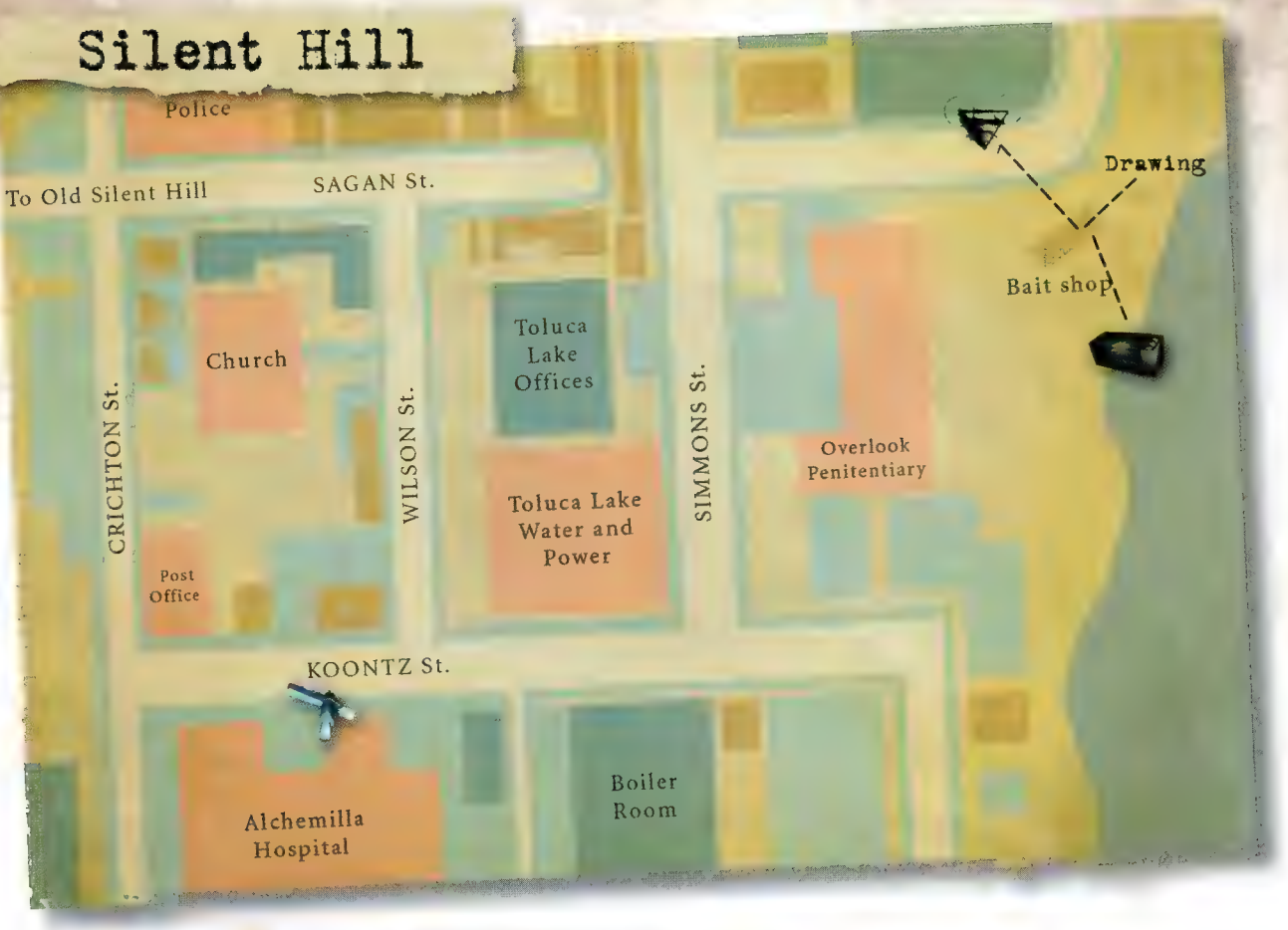
OBJECTIVE 2:
Find a way into the prison. . . . . .

OBJECTIVE 3:
Disable the electric prison gate . . .

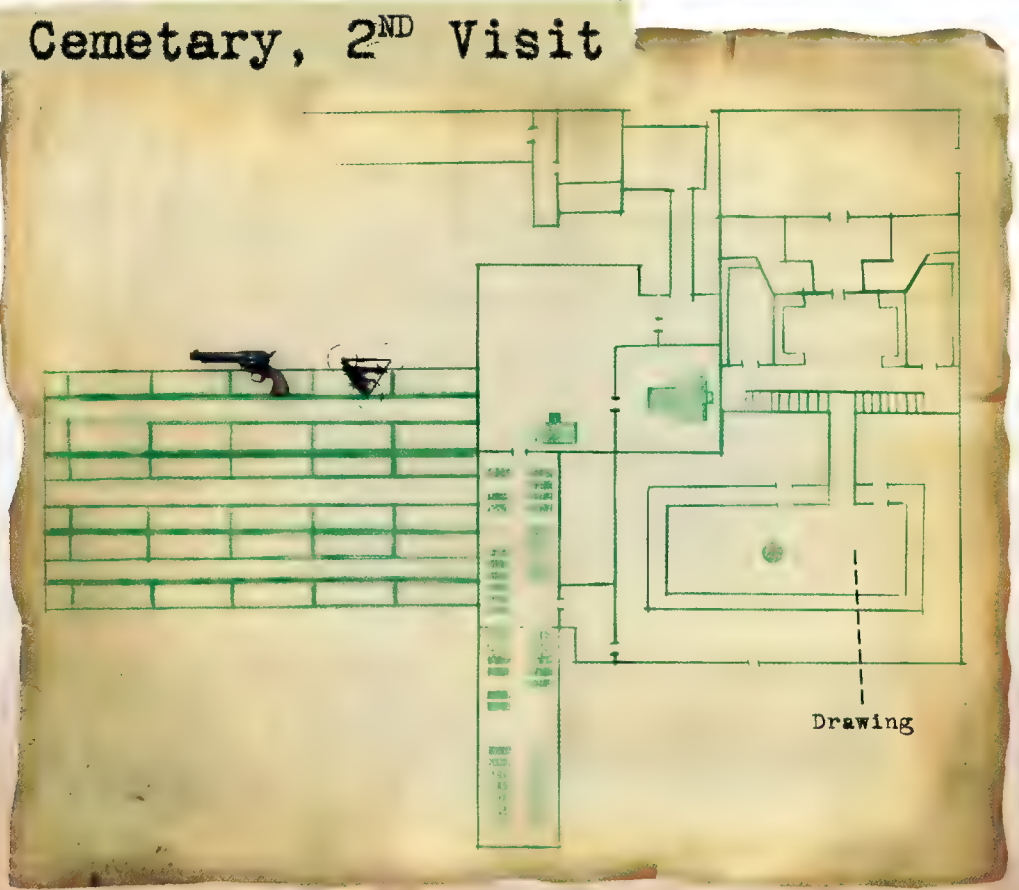
OBJECTIVE 4:
Shut down the power generator. . . . . .

OBJECTIVE 5:
Return to the prison. . . . . .

Silent Hill



Cemetary, 2ND Visit



FIND ELLE

---------- Alex Shepherd, Rescue Party of One----------

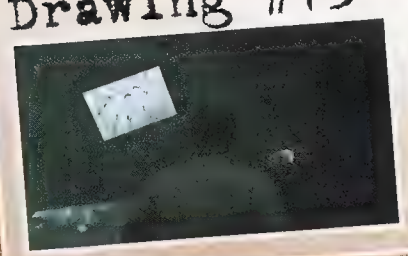
Alex regains consciousness on the shores of Toluca Lake. Elle and Wheeler are gone and all Alex has is Elle's locket. Leave the beach and head up the rickety wooden stairs to a dead end. Turn left and jump to the rocky pillar, then climb back onto the stairs. Follow the stairs to a ladder and take it to a hole in the stone wall lining the street. Use the hole to arrive in Silent Hill.

While walking down Sagan St., Alex gets a call from Wheeler. He's safe but locked inside the Silent Hill prison. On the other hand, Elle is in much greater danger.

SEARCH FOR A WAY INTO THE PRISON

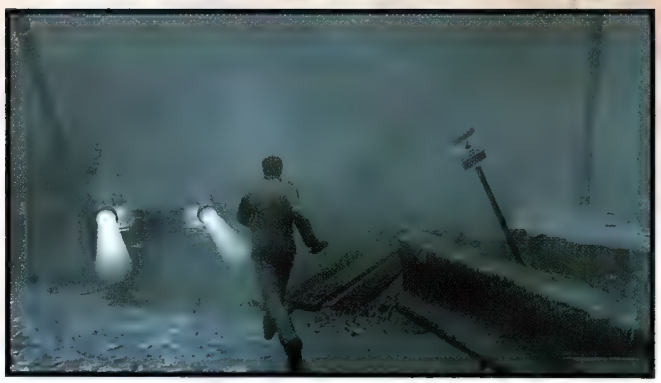
Walk down Sagan St. toward the bait shop. Watch out for wandering Lurkers in the street and duck underneath the fence near the bait shop to the left of the front door. Don't forget to save your game at the Save Marker and pick up the **Pistol Ammo**.

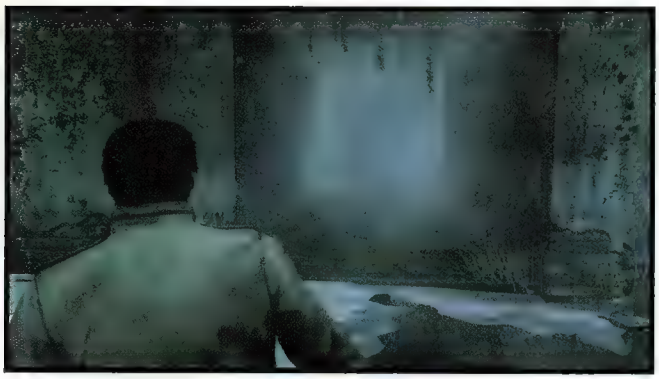
Drawing #15

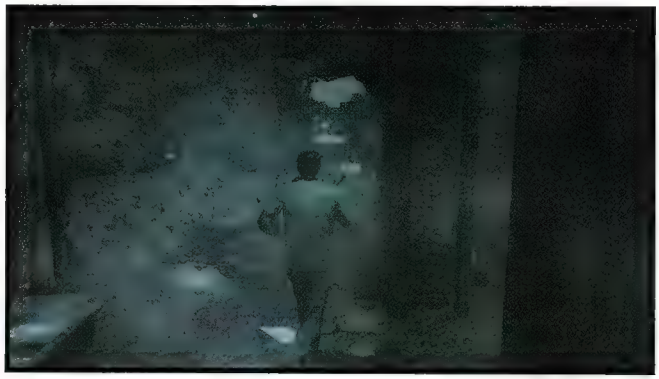


There is another drawing to the right of the Save Marker. Someone must have thought this one was good enough to hang up on the bait shop!

Return to Sagan St. and cross the bridge next to the dilapidated vehicle. Next, turn right to enter the Dargento Cemetary. Venture to the back of the cemetery and look for a breakable section of the wall. Just search for an area with holes in it that looks out of place with the rest of the surroundings.







A CORNUCOPIA OF GHOULIES

If you haven't noticed by now, the monsters in Silent Hill continuously flow into the streets via the evil-filled sewers. Do not linger in one area for too long, or else you may run out of ammo and get surrounded by various creatures. If things get too hectic, you can always try to outrun the bad guys. It's important to note that the only beasts that possess speed equal to Alex are the Ferals.

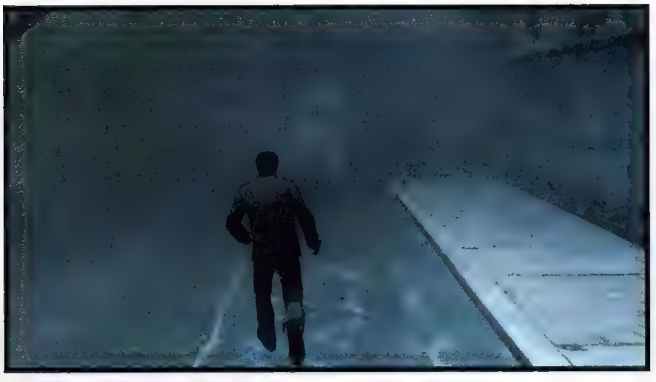
Use the axe to tear down the wall. Turn right and grab the **Garnet Gemstone** resting on the bench. Leave the bench and enter the gate directly across from it. Continue down the path until Alex reaches a statue in the middle of the graveyard; be on the lookout for several Smog creatures during this part of the journey.

Upon closer inspection, Alex discovers two slots in the statue that can hold gemstones. One slot is labeled I and the other XII. The gemstones are actually birthstones corresponding to certain months. To solve this puzzle, you must find the gemstones for the I (1st) and XII (12th). Garnet is the birthstone for January, the first month, so that part of the puzzle is already solved. All that remains is to find a Turquiose birthstone.

SILENT HILL CAN BE SO CRUEL

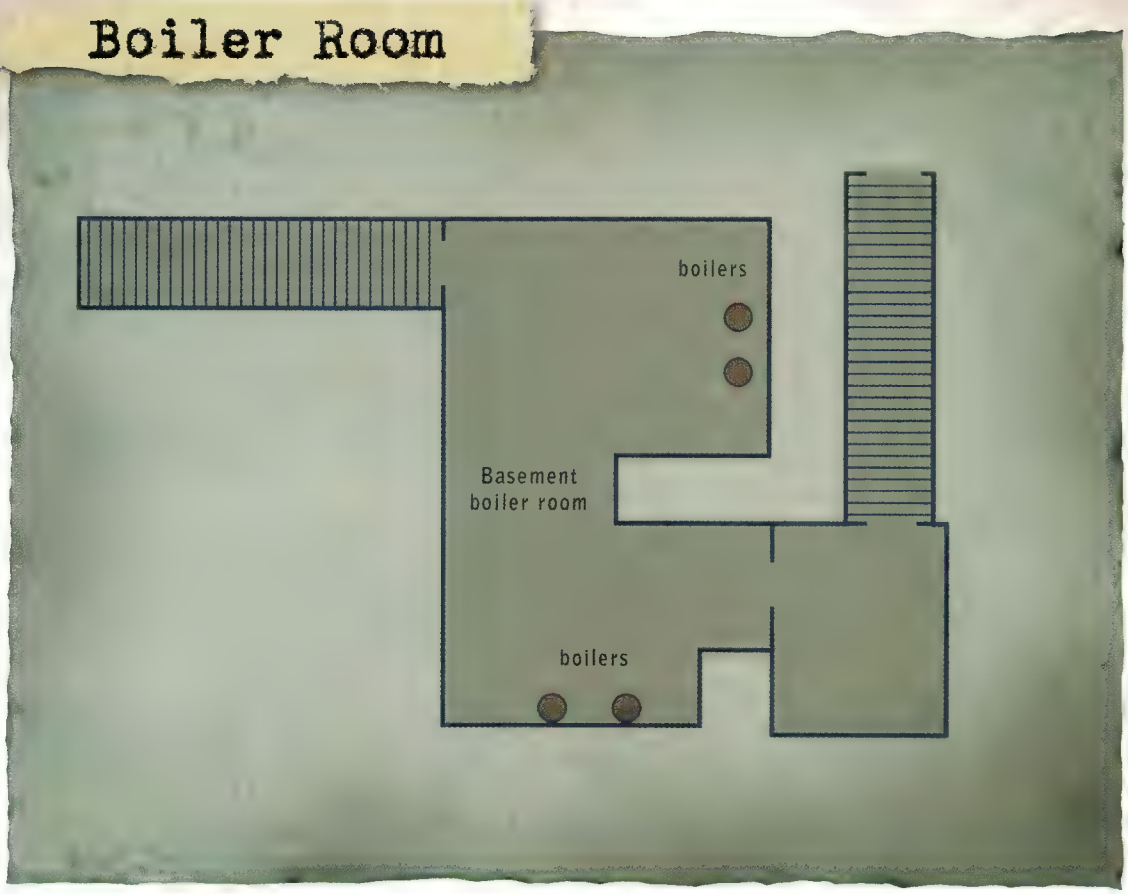
As if finding a single birthstone in this town wasn't difficult enough, there are other birthstones strewn across Silent Hill that won't solve the puzzle. Collect any birthstones that you see, but remember that you only need Garnet and Turquiose.

Leave the graveyard and head back to Sagan St. Proceed further down the street to reach the prison's front gates, which are locked. Using the walkie-talkie, Wheeler tells Alex to head around the prison to find another entrance. Follow Sagan St. to a massive road block. Use the roadblock door to continue down the other side of Sagan St. to access the gate on Simmons St. (note that this gate is circled on Alex's map).

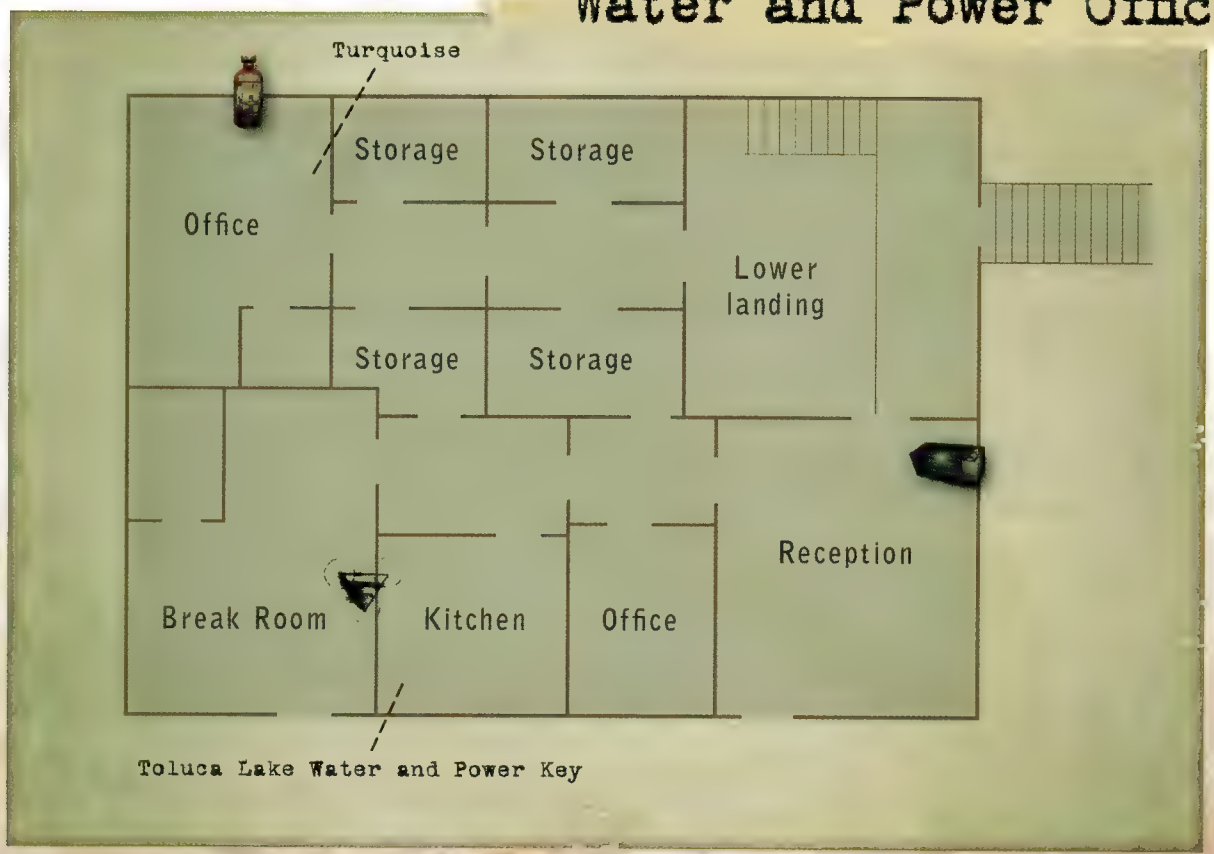


While at the gate, Alex encounters more disappointment. The gate is electrified, but there is a line that supplies power to the door. By cutting off the power source, Alex can finally get inside the prison.

Boiler Room



Water and Power Office

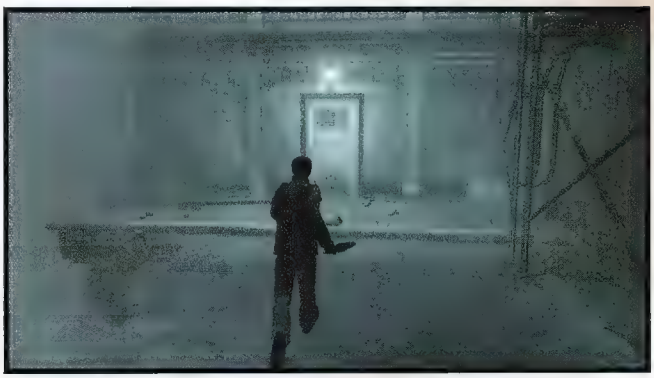


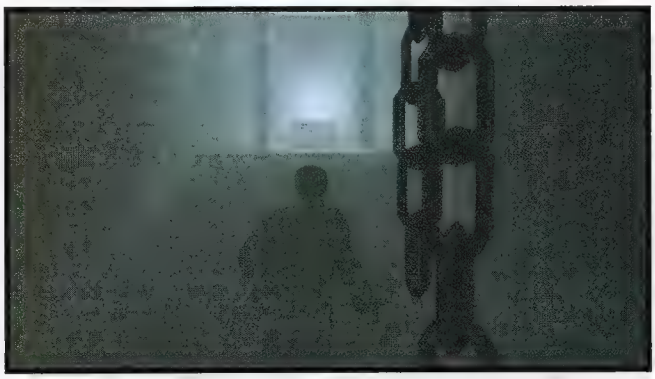
DISABLE THE ELECTRIC PRISON GATE

---------- Lights Out ----------

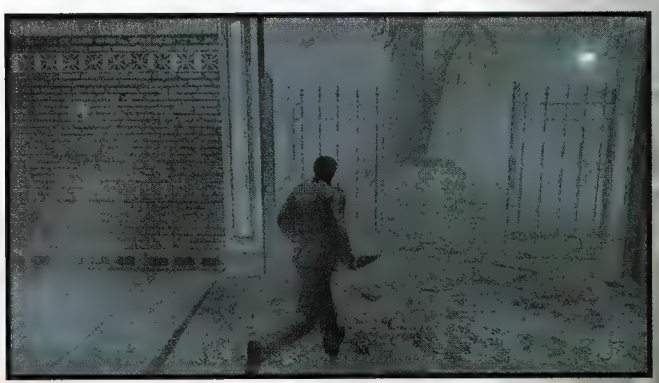
Follow Simmons St. to where it intersects with Koontz St. and enter the boiler room. The path that leads directly to Toluca Lake Water and Power is currently blocked, so you must find a detour.

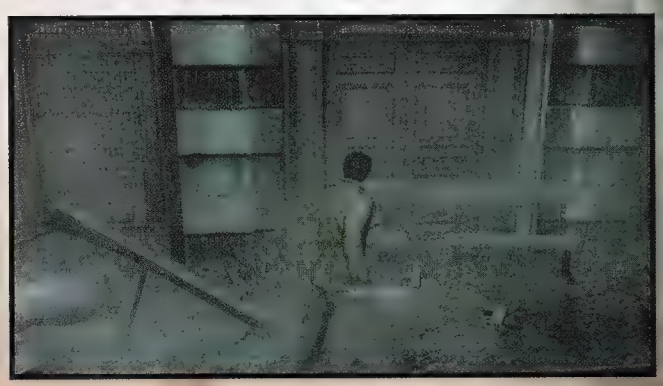
Go down the stairs and enter the dark waters that flood the boiler room. Defeat the Lurker beneath the surface, then proceed up the stairs on the other side of the boiler room to return to Silent Hill proper.





Leave the alley and return to Koontz St. Run to the back of Koontz St. toward Simmons St. and collect the **Rifle Ammo** on the window shelf to the right of the roadblock. After doing so, turn around and head to the other end of Koontz St. Enter the gates in front of Alchemilla Hospital and grab the **Serum** on the wooden bench.





With the added security of a Serum in tow, head to Wilson St. and down to the Toluca Lake Water and Power Center. Walk past the building marked Water and Power on the map and enter the Toluca Lake Offices. Once inside, grab the **Pistol Ammo** on the counter.

Enter the door next to the ammo and walk down the hallway, past the rubble and debris. Collect the **Health Drink** on the desk and move toward the large hole in the building that exposes an adjacent room. Enter the other room and save your game at the Save Marker.

Old Newspaper

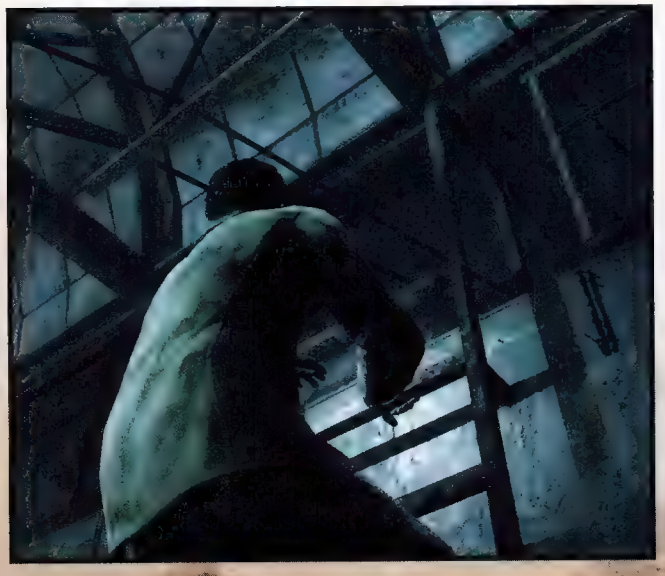
Paul Russel Douglas was executed for the murder of eight children in and around Silent Hill and Shepherd's Glen areas, according to court records. He offered no resistance as he was arrested and strapped into the electric chair as officials, witnesses and reporters watched. "This execution is not going to stop anything." Douglas said. "I've worked and waited for this day. All that's left is to rejoin my lord." After preparations were completed, Douglas received a sudden blast of electrical current, followed by a two-minute stream that jolted him back in the chair. Medical officials pronounced him dead at 2:09pm.

Use the Fire Axe to create a path through the wooden barricade and head to the next room. Turn right and enter the hole in the wall to find the **Toluca Lake Water and Power Key** on the table. Jump across the chasm and search the sink on the wall for the **Turquoise Gemstone**. Leave the room and head down the hallway toward the locked metal door. Use the Toluca Lake Water and Power Key to unlock the door. Enter the first and second door to enter the power plant.

SHUT DOWN THE POWER GENERATOR

--------- A Chain Reaction ----------

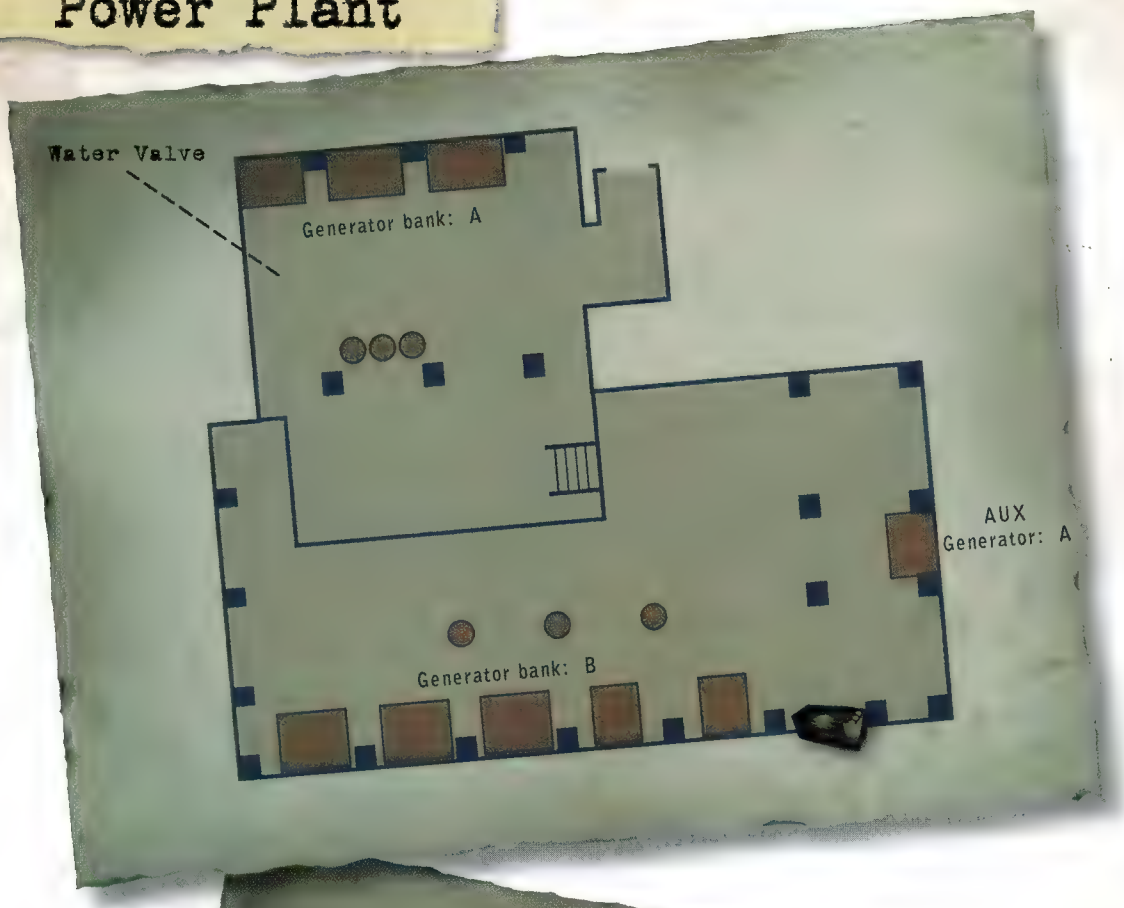
Enter the power plant's first floor and dispose of the lone Order Member patrolling the area. Climb the ladder to the second floor and silence another Order Member who is guarding the power plant. Grab the **Rifle Ammo** on the shelf next to the fire door, then read the Notice on the billboard next to the door.

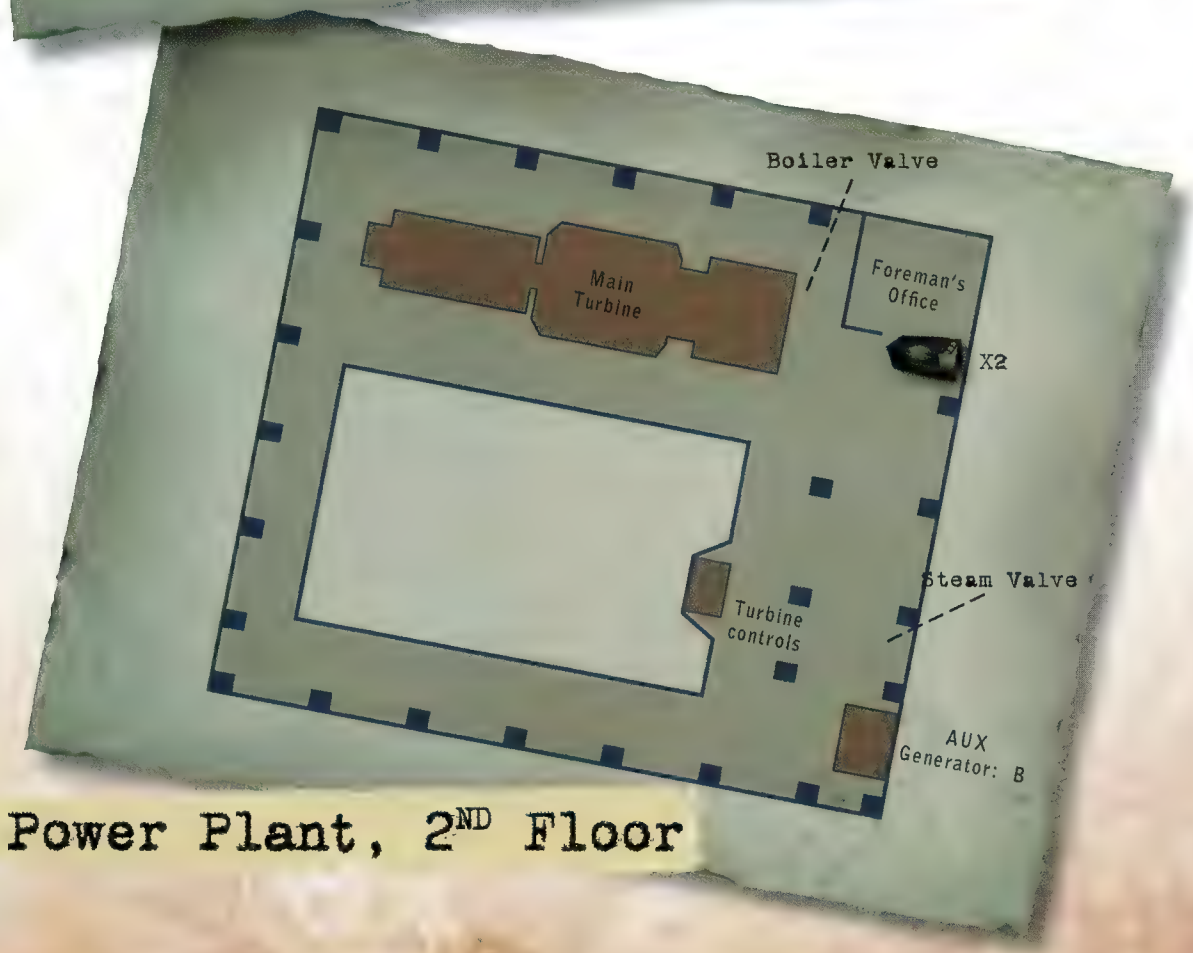


NEW ORDER

Now that Alex has ventured into Silent Hill, he must confront its twisted citizens who have poisoned his own town of Shepherd's Glen. Order Members fight a lot like Alex, as they will duck and block melee attacks. It's important to fight Order Members with extreme caution; try to attack them immediately after dodging their attacks. If time and space are abundant, use one of Alex's heavy attacks to break an Order Member's defense. Remember that Alex and the Order Members cannot block heavy attacks.

Power Plant



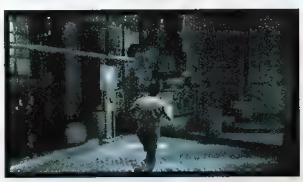


Power Plant, 2ND Floor

Once again, another perplexing puzzle confronts Alex and this one will require some quick thinking. To start, return to the first floor and examine the diagram of the power plant's working machinery. The diagram is tucked away to the left of the entrance door. The diagram indicates that Station A controls the Water feed, Station B controls the Boiler, and Station C controls the Steam feed. Follow the advice on the Notice and turn off Station B (the Boiler) first. Station B is on the second floor next to the top of the ladder.

With the boiler off, it's time to shut down the station supplying the water before turning off the steam. Go back down the ladder to the first floor and turn off Station A (the water feed). Station A is located next to the diagram.

Finally, Alex must deactivate Station C (the Steam feed). Walk upstairs and find Station C (it's next to the AUX Generator B). Deactivate Station C just like the others, then continue across the platform to the Turbine Control and pull the switch to deactivate the entire plant.

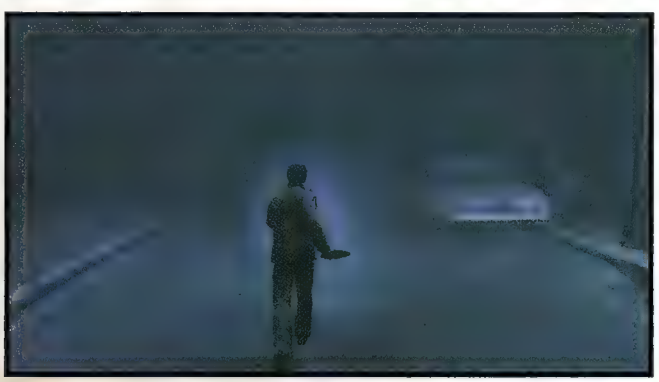


Notice: Due to the recent accidents, we have implemented new system fail-safes. The generator will now only power down if the proper sequence is followed. First and foremost, the boiler needs to be shut down. Closing off any of the other systems before the boiler is closed will result in a system reset to prevent damage to the facility.

------- Breaking Into Prison ------

After the power plant has been deactivated, two Order Members rush in with their rifles primed ready to attack. To get away from them unscathed, get to the top of the ladder on the second story and wait for them to climb up. Defeat the Order Members as quickly as possible, leave the power plant, and enter the Toluca Lake Offices.

Travel through the office building and re-enter the streets of Silent Hill. The streets are flooded with Schisms and Ferals, so sprint as fast as possible down Wilson St and Koontz St. to access the Boiler Room. Kill only the enemies that block Alex's path and sprint past those that are avoidable.



DARKNESS LOOMS

By cutting the city's power supply, you'll notice that it has resulted in quite a double-edge sword. Although it was necessary to cut the power, the result is that the streets have now become even darker than normal. Now it's as important as ever to be on the lookout for enemies lurking in the darkness. While heading for the Boiler Room, stop to fight only those foes that block Alex's path and sprint past any others.

Descend back into the Boiler Room's shallow waters and eliminate the Lurker who has arrived to mourn the loss of its old friend. Exit the Boiler Room and return to Simmons St. and run toward the gates of Overlook Penitentiary. Although the streets here are eerily absent of monsters, this lull in the action delivers a crushing sense of foreboding evils.

While approaching the gates of the prison, a Siam creature breaks through and charges toward Alex. Don't rush to enter the prison in search of Elle just yet; instead, take some time to collect some more gemstones. Head to the statue in Dargento Cemetary. Place the Garnet Gemstone above the numeral "I" and the Turquoise Gemstone above the numeral "XII". After doing so, the **Moon Garden Key** key drops from the statue. Pick up the key and run to the Moon Garden, as indicated on the map.

Unlock the Moon Garden with the key to enter the sacred grounds. Search the mausoleum in the back of the Moon Garden and grab the **M14 Assault Rifle** located in the crack in the wall.

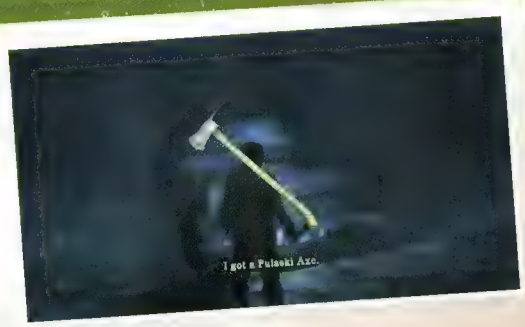
With the rifle in Alex's possession, return to the prison gate and examine the back of the pickup truck parked inside the prison's entrance. Take the **Pulaski Axe** from the truck and proceed down the alleyway to enter the prison through a maintenance door.

SHARPSHOOTING

Although the M14 Rifle doesn't match the damage capability of the shotgun or the speed of the pistol, it excels in the categories of accuracy and range. Use the rifle from a distance to achieve a satisfying headshot and save ammo in the process.

FINER CRAFTSMANSHIP

The Pulaski Axe is the worthy successor to the Fire Axe. There was nothing inherently wrong with the Fire Axe, but compared to the Pulaski Axe, it cannot match its capability to deal massive damage with its sturdier design and master craftsmanship.



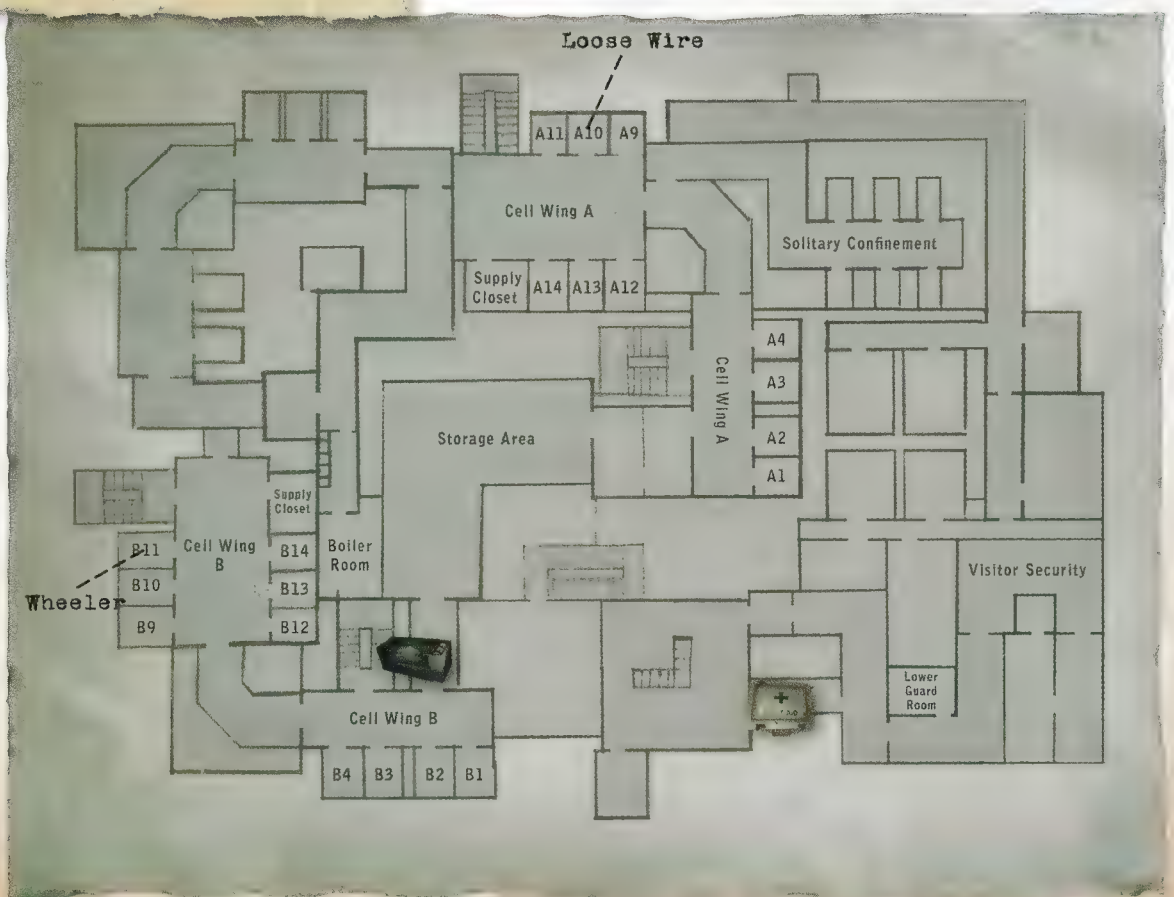
PRISON

Wheeler is somewhere inside the prison and, if his radio calls are any indication, he seems to be in relative safety. Elle, on the other hand, could be anywhere and is most likely in immanent danger. Alex must hurry to save Elle from a sure demise.

OBJECTIVE 1:
Find Wheeler . . . . . .

OBJECTIVE 2:
Find a way out. . . . . .

Prison, 1ST Floor



Prison, 2ND Floor

Hellish Prison

FIND WHEELER...

---------Life on the Inside ------

Wheeler contacts Alex over the walkie talkies and indicates that, although he's locked up, he's safe. Alex must search the premises for Wheeler's location so that together they can save Elle. Crash through the door at the end of the hall and follow the trail of blood to the next door. Enter the security office and pull the lever on the wall to open the locked gate. Leave the office and cross the threshold of the open iron gate.

Use the Fire Axe to hack through the wooden planks and collect the **First Aid Kit** at the end of the visitation room. Exit this room and proceed down the hallway toward the large glass window; break the glass and hop over the window sill. Walk past all of the telephones and enter the door at the end of the room.

When you're notified you have a visitor, an officer searches you and then escorts you to the visitor area. You then get placed in a cage, get uncuffed, and wait for your visitor. For the right amount, officers will let visitors bring things in. It's against the rules, of course, but even high ranking officers do it...I mean, who's gonna stop them? After the visit is over, they strip you, search you, and let you get dressed. Then you get cuffed and escorted back to your cage. Seeing friends and family is the only thing that gives us hope. Dad, I hope you visit soon. Until next time.

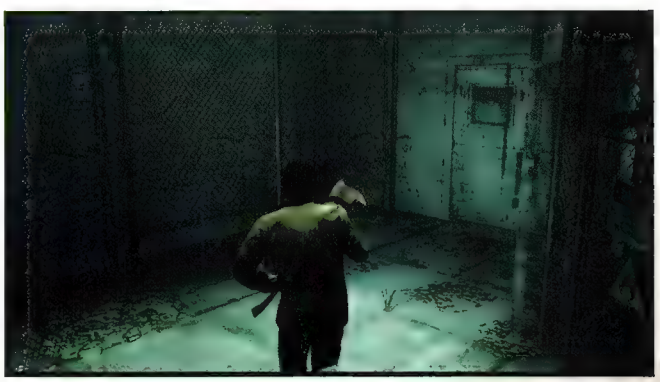
~Dave

Grab the **Area Map** hanging on the other side of the room and use the door to the left of the map. Pick up the **Health Drink** on the shelf and advance up the stairs in the main room. While walking along the catwalk, the earth shakes and an unknown monster lets out a shrill screech. Although the monster is nowhere to be seen, it's sure to make an appearance soon. Continue down the catwalk and jump across the gap. Enter the door at the end of the catwalk and examine the security panel. Although the panel is broken, Wheeler may be able to fix it. Pull the lever across from the security panel and enter the gate next to the security room.

SNEAK ATTACK

Move down the corridor until Alex spots two Order Members. Since their backs are turned to Alex, it's time to utilize the element of surprise. If you have spare ammo, try to get a headshot on one of them. To conserve ammo, though, you can simply rush the guards and use melee attacks against them.

After eliminating the Order Members, pull the nearby lever. Enter the open gate to the left and head down the stairs hidden in this prison cell. Take a left at the bottom and collect the Rifle Ammo concealed in the last cell on the left. Next, enter the double doors at the end of the hallway.



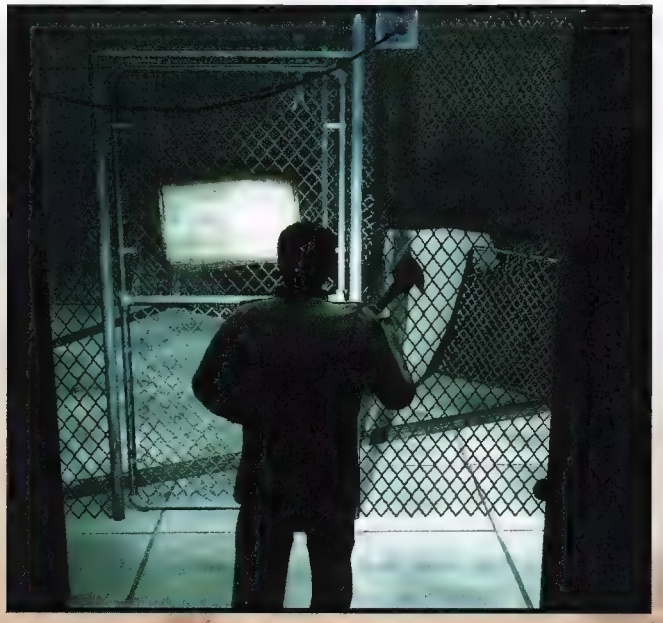
Walk down the creepy alley and through the next set of double doors. A couple of Order Members will ambush Alex, so use a quick dodge to avoid their initial attack and then dispatch each as quickly as possible. With no creatures around, that leaves only Alex and Wheeler in the room. Follow Wheeler's orders and pull the lever to release him.

---------- Prison Break----------

Wheeler informs Alex that the Order Members have taken Elle to a new location. As soon as Wheeler finishes talking, a Siam breaks through the ceiling and tries to make mincemeat out of Wheeler. After the Siam is history, Wheeler rushes to the opposite wall and opens the locked gate. Follow Wheeler through the gate and up the stairs, eventually crossing the catwalks and going through the hole in the wall.

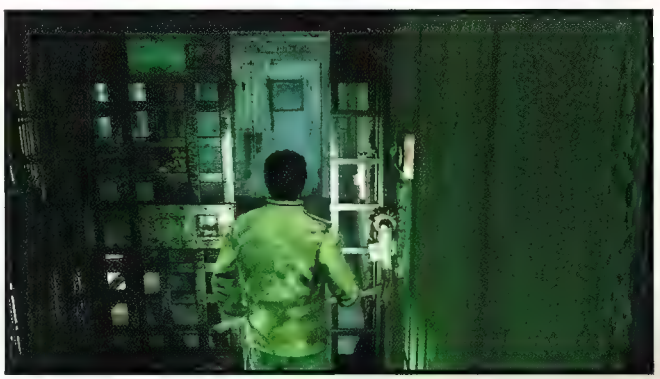
Pull the lever on the wall and tag along with Wheeler until the duo reach a broken security panel. Wheeler fixes the panel, clearing the way for Alex, but Wheeler elects to stay behind to continue working on the security panel. Leave the security office and make haste across the catwalk to the Cell Block A gates. The gates are locked, but Wheeler can unlock them from the security panel; proceed to Cell Block A.

Continue past all the doors until Alex reaches the locked chain-link gate. Wheeler can't open this one, so turn around and return to the room with all the jail cells. Wheeler discovers another route for Alex and opens the last cell on the right. Enter the cell and descend down the stairs. Wait for Wheeler to unlock the next gate, then enter the lower level of the cell block.



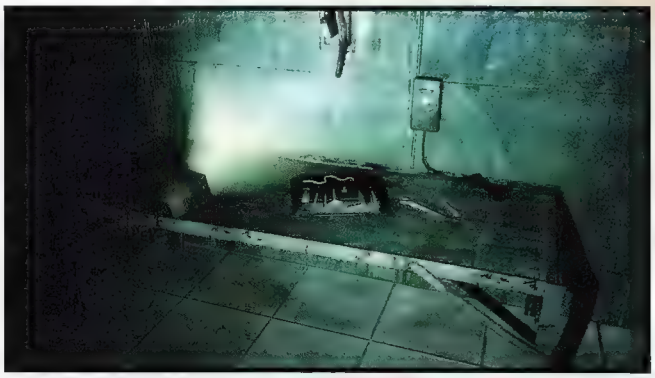
Move down the hallway, away from the jammed double doors, and prepare for a surprise attack by a Needler. Next, wait for Wheeler to open a new path that leads to the shower room. Enter the open gates and head down the winding path. Dispose of the Needlers that drop into the shower room and breach through the mortar and brick wall at the end of the showers. Squeeze through the wall, enter the door, and climb the stairs toward the Save Marker.

Continue down the hallway past the double doors. The next set of double doors is locked; Wheeler informs Alex that he has opened a new path. To reach it, return to the last room and head down the stairs to the iron gate. Enter the gate and head through the double doors.



Walk down the hallway and enter another set of double doors. Take a left and walk up the stairs next to the jail cells. Collect the **Health Drink** at the top of the stairs, then jump to the other side of the catwalk. Enter the first cell to discover another wiring puzzle. This one is a bit trickier, because more than half of the wires are missing.

Enter the next cell and examine the malfunctioning radio. Alex can pull a **Radio Wire** from the radio, which will come in handy. Go to the right of the cell and enter the double doors at the end of the catwalk. Enter the electrician's room and acquire the **Scrap of Wire** on the worker's bench.



Return to the previous cellblock and drop down to the lower level. Enter the cell next to the one with the tram driven throw it. Squeeze into the adjacent cell and grab the **Loose Wire** from the front of the tram. Now that Alex has all three wires, return to the cell with the wiring puzzle. Place all three wires into the breaker box and get ready to play electrician. Sadly, there are no hints hidden that explain how to wire the breaker box, so it's simply a matter of trial-and-error. The answer to the puzzle is contained in the following tip box.

SOLVING THE WIRE PUZZLE

If you want to try to solve the puzzle without any help, go right ahead. You can read on to find the answer in this section. You can determine how many wires are in the correct place by counting the number of lights to the left that light up after all the wires are placed. The answer to the puzzle is: *white wire* to position *2*, *green wire* to position *3*, *yellow wire* to position *5*, *blue wire* to position *4*, and *brown wire* to position *1*.

With the wires in the correct order, three levers and the keypad panel become activated. Pull the lever next to Alex to open one of the cells upstairs. Run along the catwalk, and jump across into the open cell, and grab the **Serum** on the shelf. Drop down to the lower level again and pull the two levers next to the supply closet; this opens two more cells. Enter the cell at the end of the hallway and read the note posted against the wall.

Exit the double doors outside the cell and examine the keypad next to the locked door. The prisoner's note contains a clue to solving this puzzle. Enter the prisoner number **110391** into the keypad to unlock the door.

If anyone finds this note,

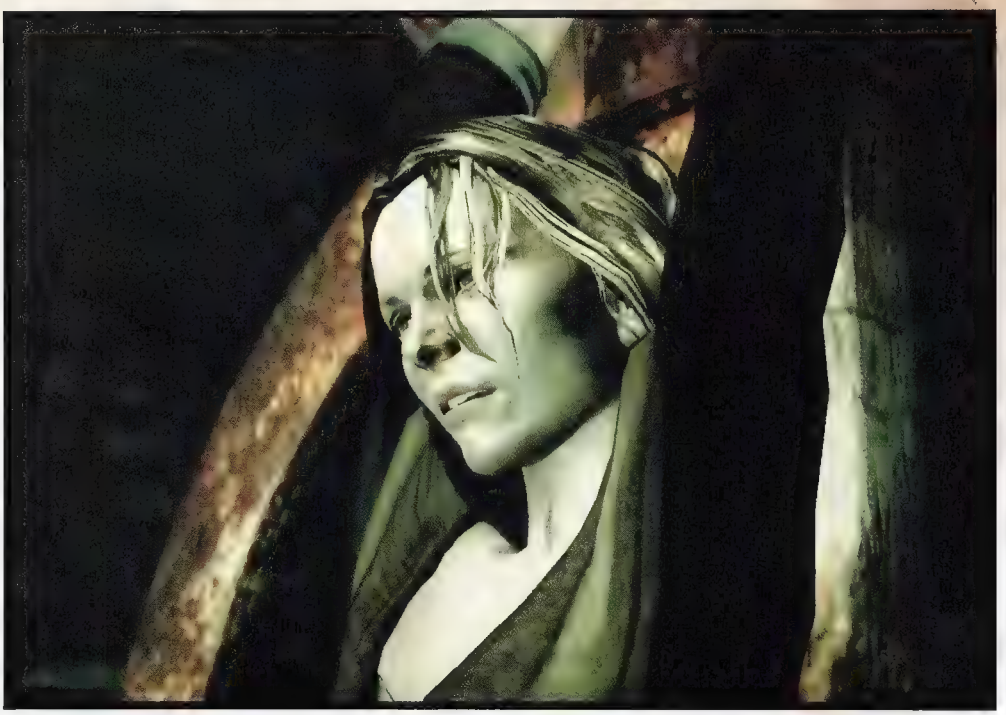
I can help you access the gateway to your freedom.

But to escape your fate,

You must first visit solitary confinement.

Prisoner Number: 110391-

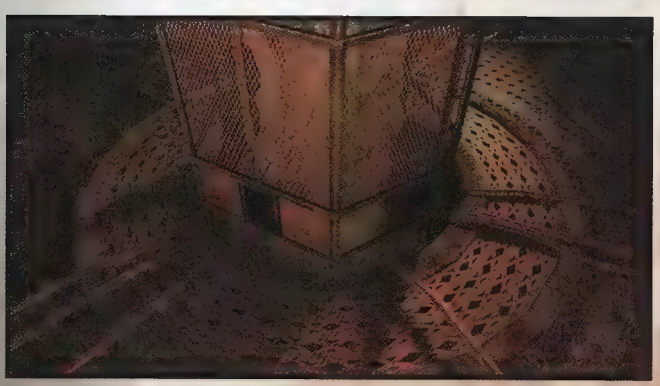
Follow the path until Alex reaches a horrifying scene. Alex's Mom is bound to a rack and is slowly being pulled apart. He cannot bear to see his mother in pain, but he cannot bring himself to show her mercy through a swift death. The choice is yours: take action and show Alex's mother mercy, or let the chips fall as they may.



A MOTHER'S BURDEN

At this point in the game, you must make a decision that will change Alex's life forever. You can choose to kill his mother or bear the consequences of doing nothing. Whatever action you choose will change Alex's fate forever, plus it will affect the game's ending. (For a list of all the possible endings and how to achieve them, refer to the "Secrets" chapter at the end of this book.)

After the scene with Alex's mother, turn around and go to the prison. Alex notices that the world is changing and descending once again into the otherworld. Save your game and then enter the double doors to the right. A strange mucus sack in a cage rises from the floor. Alex must be getting used to these sights because he shows little surprise for what he has just witnessed.



There are three dials hanging around the mucus sack's cage; these dials correspond to three riddles scattered around the room and one hole that enters the mucus sack. You must solve the riddles around the room to safely reach into the mucus sack without consequence. The riddles are posted directly across the room from their respective dials.

RIDDLE #1

The first riddle is *"I STAND BESIDE THE HOLY MAN, THE MONARCHS FEAR MY WRATH, NONE MAY MOVE THE WAY I CAN, EVER THE CROOKED PATH."* **This riddle corresponds to chess pieces, so you must determine which chess piece walks the "CROOKED PATH." Next to the Bishop stands the Knight, who walks the crooked path. Move the horse symbol to the top of the dial to solve the first riddle.**

RIDDLE #2

The second riddle reads, *"THE MAN WHO DEVISED IT, DOES NOT WANT IT, THE MAN WHO BOUGHT IT, DOES NOT USE IT, THE MAN WHO USED IT, DOES NOT REALIZE IT."* **On the corresponding dial are a series of deadly icons. Apply each line of the riddle to each device to reach the correct conclusion. It turns out that the coffin is the correct answer for the riddle. Turn the dial and place the coffin at the top.**

RIDDLE #3

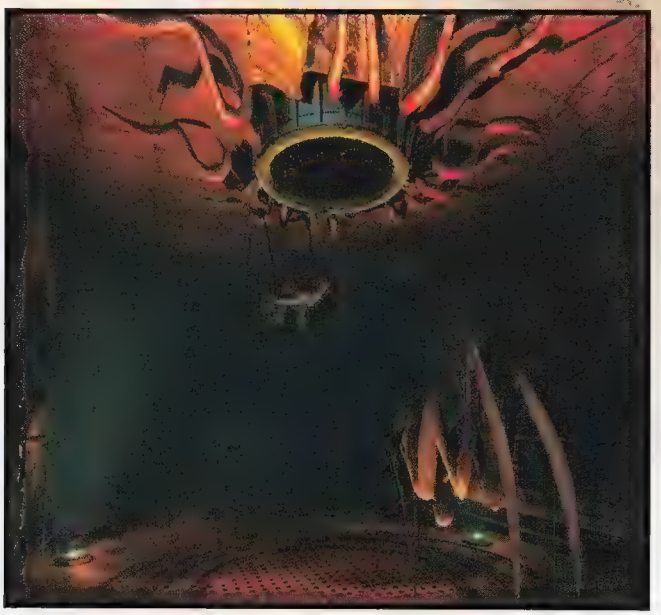
The last riddle reads, *"WHAT MAN LOVES MORE THAN LIFE, FEARS MORE THAN DEATH OR MORTAL STRIFE, WHAT POOR MEN HAVE, THE RICH ACQUIRE, AND ALL CONTEN MEN DESIRE, WHAT MISERS SPEND AND THE WASTRELS SAVE, AND EACH MAN CARRIES TO HIS GRAVE?"* **This riddle is a little tricky, because there seem to be only four answers and then a blank spot on the dial. However, the answer to all these questions is nothing, meaning the blank spot on the dial is the correct answer.**

After solving all the riddles, move the blank spot on the dial to the top and head to the hole in the cage. When Alex reaches into the cage, the contraption rises further, creating a hole in the ground. Drop down into the hole to meet Wheeler again. Wheeler has more bad news, though; he has learned that Elle is on the list held by the Order Members. Take a second to absorb the bad news, then search the walls for a gap to squeeze through.

HAS ALEX LEARNED NOTHING?

If Alex has learned one thing from Silent Hill, it is to not stick body parts into scary mucus sacks without solving the appropriate puzzles first. If Alex jumps the gun and sticks his arm into the slimy cage, gangs of Needlers will be his punishment for his impatience.

Squeeze through the wall and continue up the stairs. Follow the long, windy path to a room in which several Needlers descend from the ceiling. After disposing of the threat, continue down the path until Alex reaches a door with a strange locking mechanism.



The door is strikingly similar to the door that sealed Doc Fitch, so whatever waits beyond, must not be good. Unlock the door and enter the gas chamber. Judge Hollaway is trapped inside. Alex snaps into action and frees her while Wheeler tries to shut off the gas to the room. Unfortunately, Wheeler gets sucked into the walls by a strange creature. Judge Hollaway escapes, but Alex is trapped inside the gas chamber with a monster known as Asphyxia.

Asphyxia

Asphyxia chases Alex around the gas chamber, swinging at him with devastating blows. Carefully dodge the blows and wait for Asphyxia to attempt to grab Alex. You can tell this attack is coming due to the rather long wind-up that precedes the attack. After dodging the attack, Asphyxia becomes temporarily stunned. When this occurs, move to the back of the beast and bludgeon its sore spot, the tip of the tail. Continue to do this until the opportunity to perform a finishing move arises.

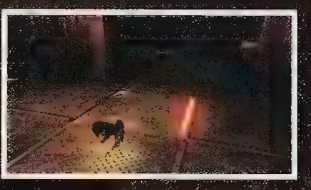
During this fight, it's important to watch out for Asphyxia's sweeping tail attack (it can't be blocked) and its venom spitting attack. Dodge these attacks and continuously attack the tail to overcome this demon.

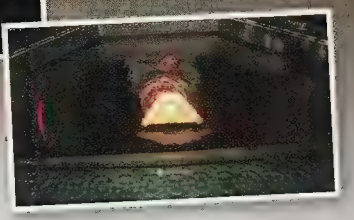
Hit the beast's sore spot to inflict major damage

As Asphyxia dies, it lets out a harrowing scream that shatters glass. Alex spots Joshua through the window, just before he disappears into the darkness. Hop over the window and chase Joshua along the catwalk. Enter the double doors to access an entirely new dimension.

CHURCH

Alex has crossed over into a new dimension in his search for Joshua. Before Alex is a twisted churchyard leading to a demonic cathedral. Joshua disappears into the darkness and once again Alex gives chase. It seems doubtful that Alex will ever catch up to Joshua, but if one thing is certain, Alex will find no sanctuary in this hellish otherworld.



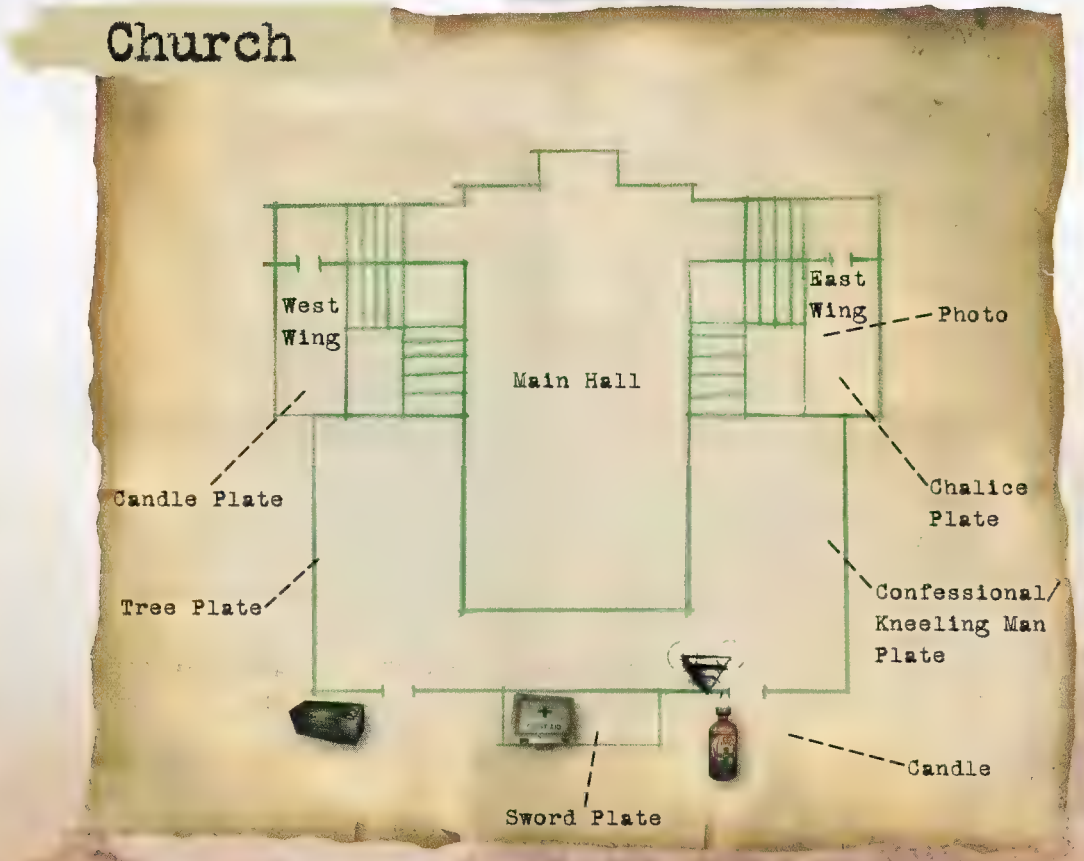


SACRAMENTS OF THE DAMNED

OBJECTIVE 1:
Search the church for anything helpful . .

OBJECTIVE 2:
Find the pieces missing from the five prongs . . . . . .

OBJECTIVE 3:
Follow the monster . . . . . .



SEARCH THE CHURCH FOR ANYTHING HELPFUL

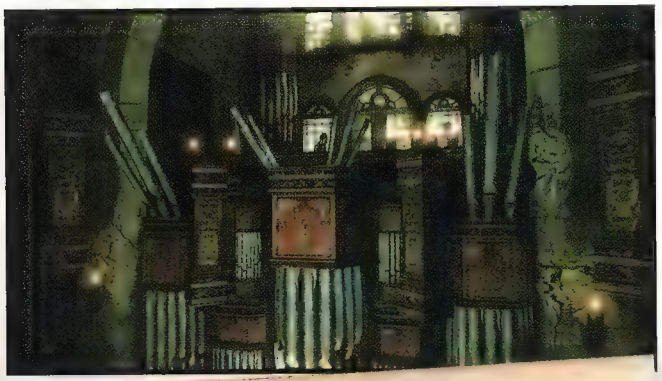
-------The Road to Salvation -------

As Alex runs toward Joshua, he quickly takes off once again. Follow him into the darkness but beware of the Smog hiding around the corner. Continue to the barbed-wire fence, which is a dead end. Rotate the wheel next to the fence and pick up the **Health Drink** to the left. Continue past the fence and head toward the church. Defeat the Smog roaming the area and grab the **Rifle Ammo** to the right of the stairs. Now head up the stairs and enter the ominous church.

FIND THE PIECES MISSING FROM THE FIVE PRONGS

---------- Unholy Mass ----------

Inside the cathedral, walk to the first pew on the right and pick up the **Rifle Ammo**. Grab the **Church Map** resting on one of the pews, then move to the front of the church and examine the organ to find another spot to use the Ceremonial Dagger. Use the dagger on the organ to unlock the gates at the back of the church. Examine the organ a second time to find five slots (Penitence, Vengeance, Desire, Sorrow, and Sacrifice); there are five distinct plates that must go here.

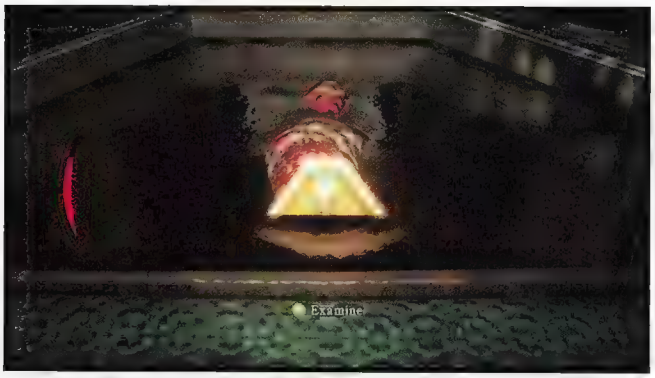


Where shall my wondering soul begin?

How shall we all to heaven aspire?

Leave the organ and return to the back of the church. Eliminate the Schism hiding behind the pews, then proceed to the back-right corner of the church. Duck underneath the wooden planks and go down the stairs.

Advance into the church chapel and examine the baptismal font to discover something floating inside it. Move past the baptismal font and rotate the wheel on the wall to lift the grate covering the font. Eliminate the Swarms inside the font and examine its murky waters to find the **Chalice Plate**.



Next, climb up the stairs to the right of the mirror and basin to enter the upper level of the church. Proceed past the pews (save your game) and acquire the **Health Drink** and **Unlit Candle** in the alcove to the left of the Save Marker. Now return to the room with the Save Marker and examine the confessional booth.

THE CONSEQUENCE OF OUR ACTIONS

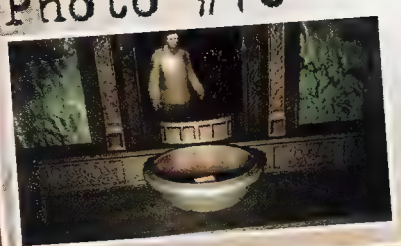
Silent Hill does not exist in a realm of black and white; instead, it exists as a world in shades of grey. The path that Alex walks is dictated by his actions and where his path ends is determined by his past. The scene in the confessional is one scene that determines which game ending you will receive. For more information on the games endings, refer to the "Secrets" chapter.

Talk to the man inside the confessional booth and respond to his pleas as you see fit, but remember that we must all reap that which we sow. After the interaction with the man, he leaves a gift for Alex. Examine the confession booth next to Alex's to get the **Kneeling Man Plate**.

Excerpt from Psalm

Blessed is the man who does not tread the path of the wicked, or stands in the way of sinners, or sits in the seat of mockers.

Photo #10



Examine the basin beneath the mirror in the room with the baptismal font. There is a photo inside the basin of Joshua taking a picture of himself.

With this section of the church fully explored, return to the main section of the cathedral. Kill the Schisms that appear and cross over the other chapel in the back of the church. Like last time, duck underneath the wooden planks and walk down the stairs. Enter the chapel and examine the shrine and the statue in it. The statue seems to be holding another plate, but it's too difficult to determine. Note that beneath the statue there is a holder of some sort that is missing a piece.

Use the unlit candle on the holder to make the statue release the plate that it is holding. By doing so, Alex acquires the **Candle Plate**. Before leaving, collect the **Pistol Ammo** to the left of the statue and then go to the second story via the stairwell.

ENEMY ALERT!

Be advised that it is wise to only cut the painting with the man. There is nothing of significance behind the painting of the lady, but it's quite a different scenario is you cut through the painting of the tree. Some Swarms are hiding behind the tree painting, so don't cut through it!

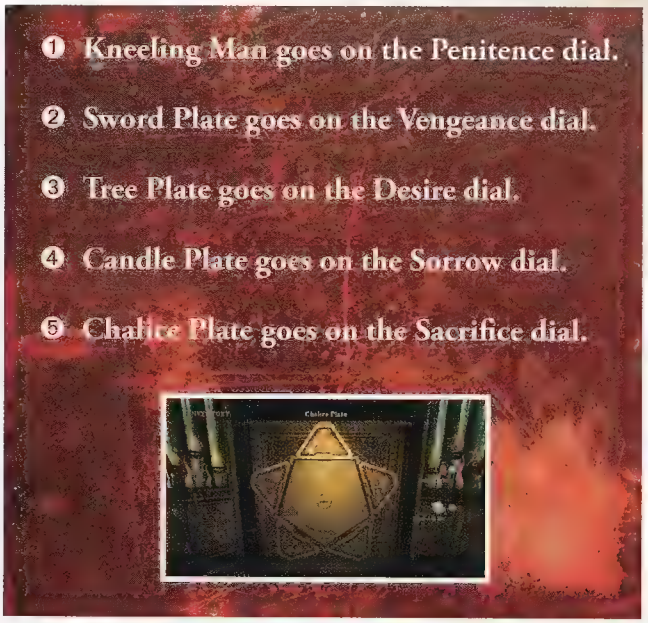
Grab the **Health Drink** at the top of the stairs and examine the three paintings on the wall. Cut through the painting of the man to collect the **Tree Plate**. Note, however, that a Schism will ambush Alex during this time.

Enter the corridor to the left of the paintings and grab the **Rifle Ammo** near the start of the hallway. Continue down the hallway and pick up the **First Aid Kit** on the bench and the **Sword Plate** underneath the picture of the Knight. A Siam suddenly breaks through the stained glass after Alex picks up the plate, so beware!

DOUBLE TROUBLE

As Alex arises after absorbing the first Siam attack, another Siam enters the cathedral just as the first foe jumps down upon Alex. Keep in mind that the Siam creature is more vulnerable to damage on its feminine side. Therefore, focus every hard attack to that side to cause maximum damage.

When no more foes remain, it's time to match all the plates with their corresponding place holders on the organ's dial. You simply need to determine which action or emotion matches which plate. The answers are:

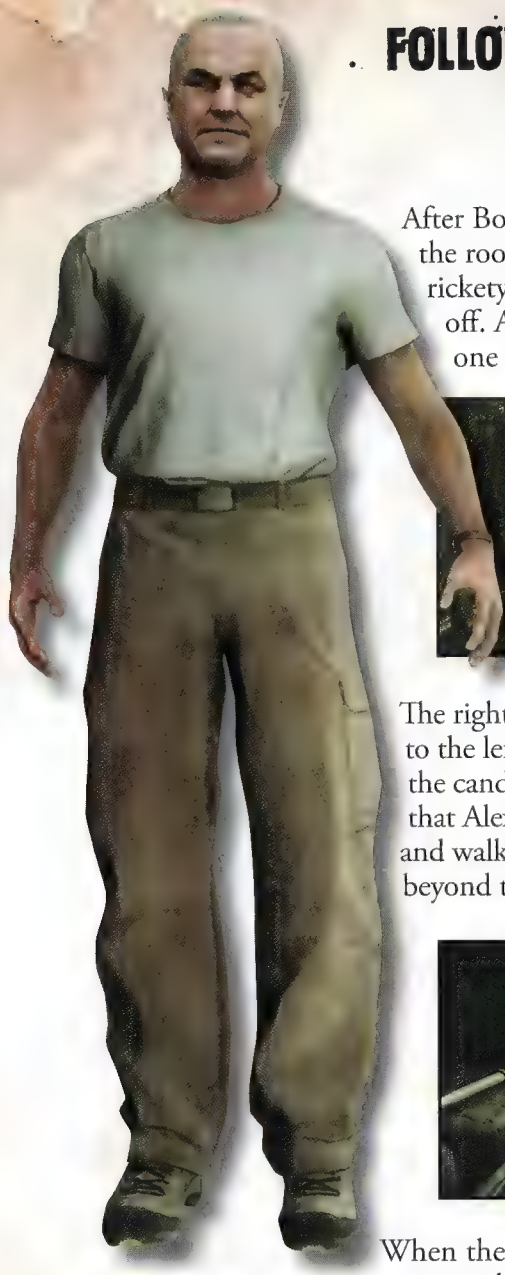

1 Kneeling Man goes on the Penitence dial.
2 Sword Plate goes on the Vengeance dial.
3 Tree Plate goes on the Desire dial.
4 Candle Plate goes on the Sorrow dial.
5 Chalice Plate goes on the Sacrifice dial.

With the plates in their proper places, the organ parts and exposes a secret chamber. Drawn and bound between two pylons is Alex's father, Adam Shepherd. Walk up to him to trigger a conversation in which his father tells Alex how he is now paying for his sins and that, in time, everyone around him has to pay for them too. After more details of Adam's history are revealed, Adam gives the **Shepherd Family Ring** to Alex. Soon after, Bogeyman appears and attacks Alex's father and then disappears again.

Drawing #16

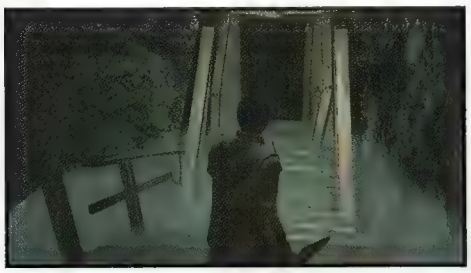
Run past Alex's father and look behind the left pylon to discover another one of Joshua's drawings.

FOLLOW THE MONSTER

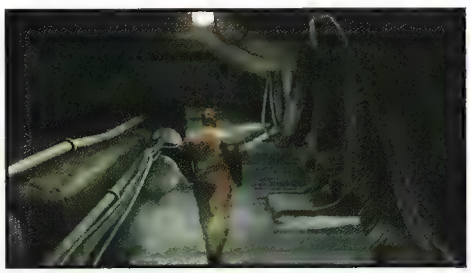


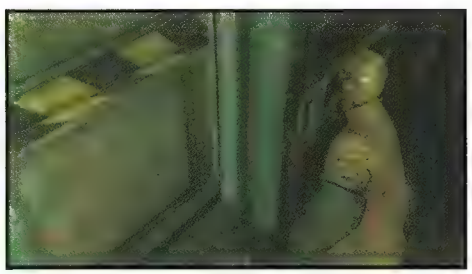
--------Down the Rabbit Hole--------

After Bogeyman leaves, grab the **Health Drink** in the back-right corner of the room and enter the hole in the wall toward the mine shaft. Descend the rickety pathway and listen as Alex's path back to the church becomes sealed off. As barbed-wire emerges behind Alex, his path becomes limited to only one direction. Continue down the long path to the fork in the road.

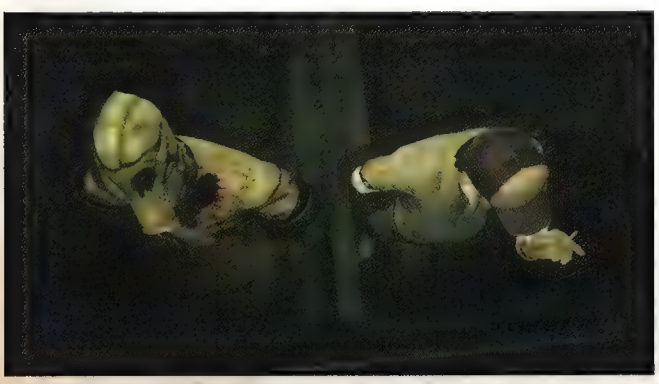


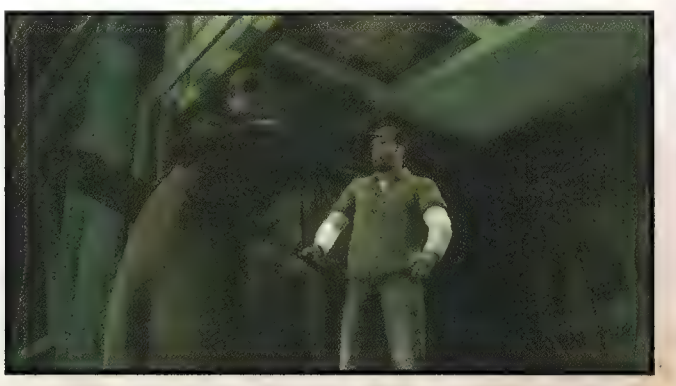
The right path is currently blocked by steam, so turn to the left for now and advance toward the table with the candle. Grab the **Order Suit** on the table. Now that Alex is wearing this protective suit, turn around and walk through the steam. Locate the elevator beyond the steam and press the nearby button.





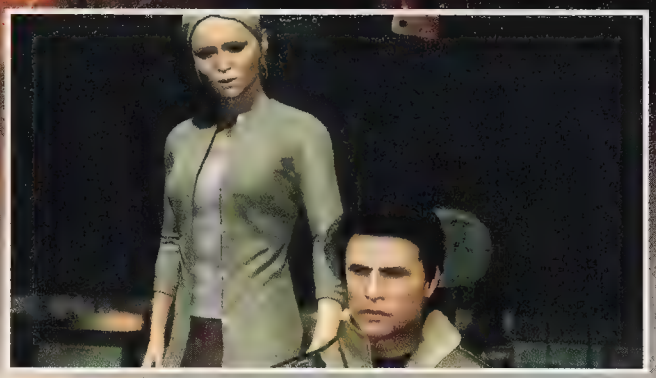
When the elevator opens, Curtis emerges from the doors. There's only one option right now and that is to ride down the elevator with Curtis. Everything seems to be going well as Curtis and Alex descend into the unknown. Curtis, however, was never fooled by Alex's disguise and knocks him out cold before he can get any further.

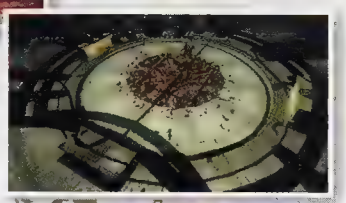




UNDERGROUND

Alex is experiencing a horrible case of déjà vu. Bound against his will, he is being dragged through the bloody corridors of a foreign environment toward a surprise visitor—Judge Holloway. As Alex regains consciousness, the picture starts to become clearer. Judge Holloway begins to explain the story behind the evils that have consumed their town. She tells Alex how the founding fathers of Shepherd's Glen were once part of Silent Hill. The founding fathers could not completely separate themselves, so to keep them and their families safe, the founders had to appease the old Gods through a sacred pact. To satiate the Gods, one child must be sacrificed to keep the pact alive. They preformed this task ritualistically until it came time for Adam Shepherd to sacrifice his son. Adam would not perform the ritual and in turn broke the pact between Shepherd's Glen and the Gods, thus releasing the evils that currently haunt the town.

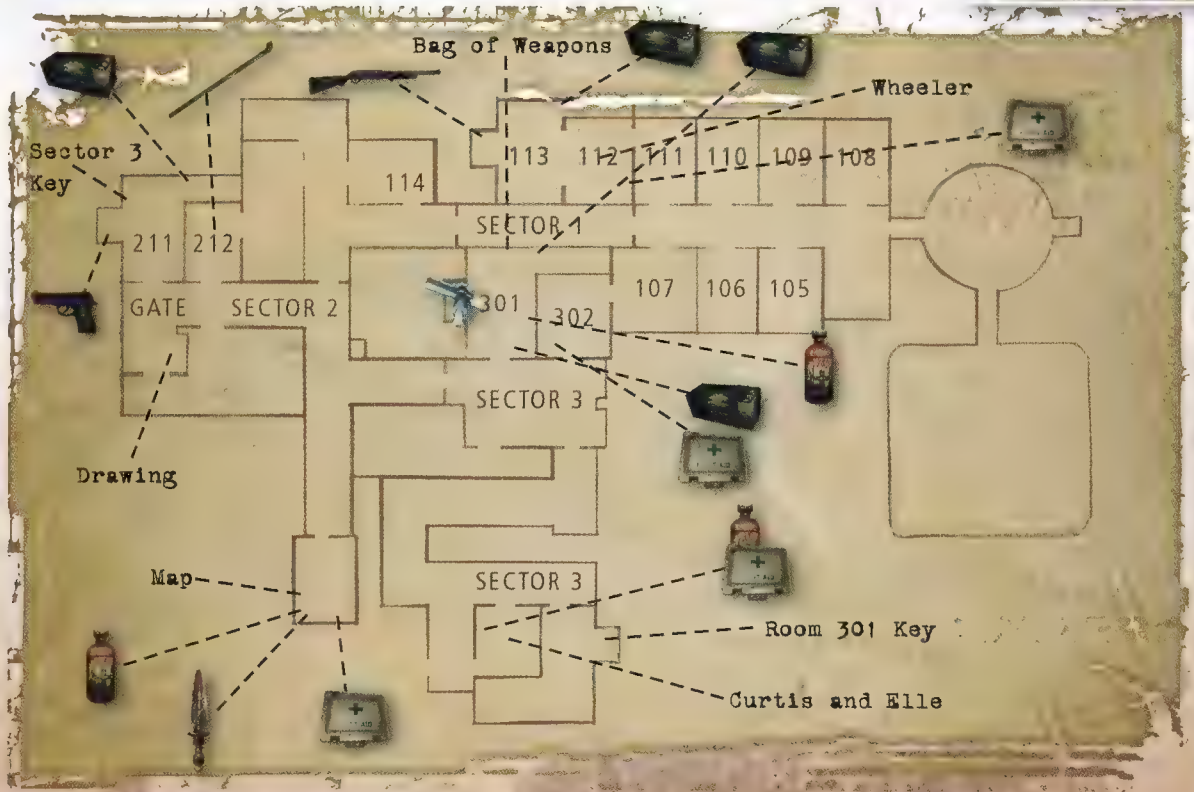




REVELATIONS

OBJECTIVE 1:
Find Elle.

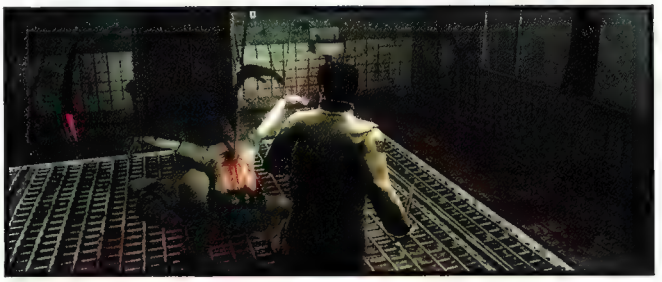
OBJECTIVE 2:
Find Joshua



----------Under the Knife ---------

After her speech, Judge Holloway brings out a power drill to use against Alex. Press the Action Button as quickly as possible to overpower her attack. Even when Alex breaks free, Holloway quickly responds with a viscous counter attack. Continue to press the Action Button to turn the power drill on Holloway.

After the fight, search the counters in the torture room for a **First Aid Kit**, **Combat Knife**, **Health Drink**, a **Save Marker** and the **Lair Map**. When you're ready to leave, exit the room via the door next to Judge Holloway. Proceed down the hallway to room 212 (as marked on the Lair Map). Equip the Combat Knife and enter the room with the Order Member inside. Once that foe is history, grab the **Steel Pipe** from the corpse of Bill Rooney.

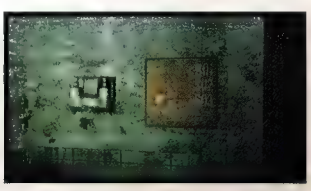


By decree of the ordained council, the following have been chosen to serve the will of our divine lord. James L., Tony E., Justin H., Ryan N., Anna L., Matt N., Jeremy E., Sarah R., Jeffrey E., Roger J. Do not make any mistakes. Remember the penalty for not following The Word.

"All repent, for our kingdom is near."

-AS

Break the glass window to access the adjacent room. Upon entering this room, another Order Member makes a surprise appearance. After disposing of him, search the room to discover the **Mk 23 Handgun** and some **Shotgun Ammo**. Grab the **Sector 3 Key** from the keyboard across from the handgun and then exit the room through the broken window.



Drawing #17

Instead of exiting Room 215 through the window, leave through the front door to access the boiler room. Once inside, search behind the dumpster on the left to find another one of Joshua's drawings.

Leave the room with Rooney's corpse and return to the Sector 2 hallway. Move down the hallway toward Sector 3, defeating the Order Members in the process. Duck underneath the gate in front of Sector 3, then use the Sector 3 Key to unlock it.

Rooms 301 and 302 are locked, so walk to the door at the bottom-right of the room. Although this door is also locked, have Alex use the Steel Pipe on it to pry it open. Once inside, dispose of a couple more Order Members. Duck under the fence at the end of the hallway and proceed to Room 320.

---------- A Tortured Elle ----------

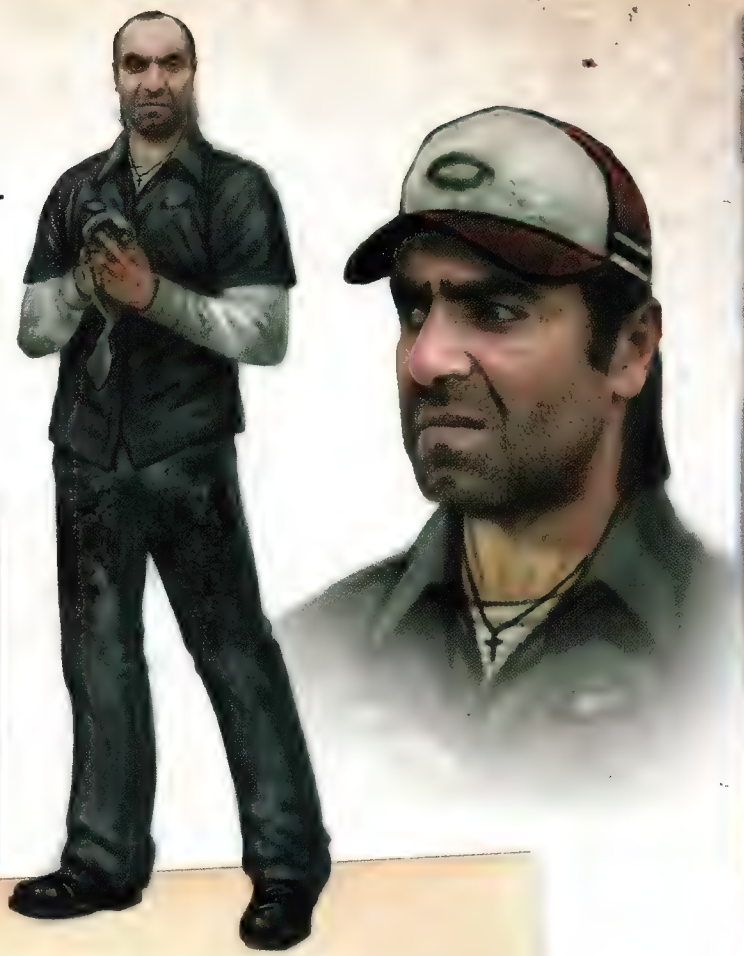
As Alex gets closer to room 320, he hears the tortured cries of Elle. Through the glass window, Alex can see Curtis sadistically teasing Elle with a power saw. It won't be long before Curtis gets serious and begins to put the power saw into practice. The door to Room 302 is locked, so climb over the fence to the left. Push aside the shelf blocking Room 321, then pry open the door using the Steel Pipe.

Upon entering Room 321, Curtis shifts his attention from Elle to Alex and immediately attacks. Even with the power saw, Curtis is relatively easy to take down. His attacks take a long time to perform, which makes it relatively easy to dodge. The speed of the combat knife works well against in this fight. After dodging an attack, simply counter attack and combo Curtis until he's dead.

FIND JOSHUA ...

-Let's Hope He's Tired of Running -

With Elle now free, they can begin their escape. Before doing so, however, Alex has one last thing to do. He must find and rescue Joshua! First, return to the room where Elle was being tortured and grab the **Health Drink** and **First Aid Kit** on the counter. Next, walk into Room 321 and grab the **Room 301 Key** located on the keyboard.



Doctrine of Faith

Every child born of the flesh bears the Filth of the flesh that created it. The lives of the un-pure are steeped in Filth and their deeds and words spread Filth through the world. Even Death is not enough to cleanse generations of this Filth from the flesh. The only way to ensure these poor souls can live pure lives is to cleanse the flesh from their bodies.

Revisit the gate used to access Sector 3. Although it is currently closed, Elle and Alex can get through by manipulating the wheels that control the gate. Turn the wheel next to the gate to let Elle crawl underneath; in turn, she does the same for Alex. Continue down the hallway to reach the main hub of Sector 3. Two more Order Members are waiting in the room and one of them has a rifle. Kill the rifleman first, then annihilate the second guard. When things settle down, open Room 301 with the Room 301 Key.

The Experiment failed. It was a shining hope for us all, but the weakness of a few has darkened that light for us all. However, we will survive, we must. Our purpose is too great to be halted and no cost is too great in the service of our Lord. Shepherd's Glen is lost, and its people are doomed to Hell and don't even know it. It falls to us, and our enduring Order to save them. We alone can offer them salvation, and their salvation lies here in Silent Hill where we belonged all along. Go, save them all. They are frightened and know not what awaits them if they refuse us, so do not give them the choice.

JA RH DH GP

I'm happy to report today I successfully converted seven subjects to serve the will of our divine lord.

If God is willing, please take this as a sign of my commitment and spare my wife, for she does not know better.

Yours,

-Steve

The time has come! These dark days are merely a test to find the worthy! None of you will survive the coming fires, you know this in your hearts. All of the horrors you may have witnessed are nothing compared to the Hell that awaits you.

We know your fears; we know you are not mad.

Flee to us for shelter from the coming storm.

Flee to us to absolve your sins.

Flee to us because you have nowhere else to run.

Please join us at our weekly service, Fridays, 6pm at the Church of the Holy Way.

Coffee and donuts served.

A memo inside Room 301 details the Silent Hill citizens' twisted plan to save the members of Shepherd's Glen. It was the citizens of Silent Hill who were abducting the people of Shepherd's Glen. Search the room to find two boxes of **Pistol Ammo**, a **Health Drink**, and **Serum**. Lastly, don't forget about Alex's weapons bag on one of the tables and use it to regain his old weapons. When you're ready to proceed, break the window and enter the next room. Also, don't forget about the **First Aid Kit** in the medical locker and then return to the main hub of Sector 3.

By decree of the ordained council, the following have been chosen to serve the will of our divine lord: Autrey H., Thomas S., Terri L., Maggie G., Mary A., Sarah E., David S., Julie J., Susie R., William H., Recie T., Milli A.

Remember the penalty for not serving our lord is death.

"Do not keep company with those who have not faith. For what is there in common between righteousness and evil, or between light and dark?"

-AS

Head down Sector 2's hallway and enter via the door toward Room 114 and Sector 1. Dispose of the lone Order Member, then rotate the wheel next to the Sector 1 gate and wait for Elle to crawl underneath; she'll open the gat for Alex in short order.

Commitment

All Members of the Order must have fully committed themselves to this purpose in their beliefs, their activities and their lives.

Membership

Membership within the order is extended to all that seek the Old Ways.

Levels of Membership

Mother Circle

-The Mother is considered the founding group of the Order. The name of the founding group is The Mother.

b. Daughter Circle

-Any Second Generation group hived off of the Mother

c. Servant Circle

-Any Third Generation group stemming from The Mother.

3. The High Council

The High Council is set in place as a tool for all within the Order to make use of. The purpose of the High Council shall be to aid in the process of group formation as needed, act as a governing body in matters pertaining to the Order as a whole, and to be a judge/jury if asked to settle disputes.

Grievances and Discipline Procedures

All decisions made by the High Council are binding. Presenting your case before the Council implies your acceptance of their decision. Those seeking mediation must contact the Scribe.

The High Council shall be called in to preside over disputes within a group to hear complaints and accusations of inappropriate acts, abuse of power by leaders and any other complaints that are deemed worthy to preserve the public image or internal integrity of the Order.

The nature of the disciplinary action shall be decided at the sole discretion of The High Council. These actions shall contain, but not be limited to, assignment of manual labor, persecution of an individual member, banishment of an individual member, and banishment of a group.

If an individual member wises to leave the Order, they are required to bring their request to the High Council.

Once inside Room 113, grab the **Shotgun** and **Shotgun Ammo** on the shelves. Next, break the glass and jump into the room with Deputy Wheeler. Alex discovers that Wheeler is still barely alive. You can give him a first aid kit, but doing so may only prolong his suffering.

Leave Wheeler and Elle behind and enter room 111. Move past the body bags and reenter the main hallway. Walk down the hallway and enter the last door at the end of the hall. Save your game at the Save Marker, as this is your the last chance to save!

ANGEL OF MERCY

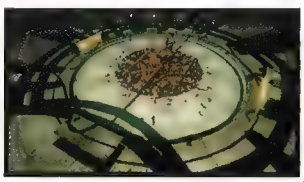
The choice of whether or not to give Wheeler a First Aid Kit is another choice in life that will dictate the path that Alex chooses. Think carefully about this choice before proceeding; this decision may affect the game's ending that you receive. See the "Secrets" chapter for more details.

-------- Point of No Return-------

There is a locked door and two large dials inside the room that correspond to the coded messages on the walls. The clues, which are hidden in the stained-glass windows, are currently sealed in a cipher. To decode it, use the Ceremonial Dagger on the pillars to unlock all four stained-glass windows. Now it's possible to read descriptions for each of the founding families of Shepherd's Glen. There are symbols on top of the descriptions that match a smaller symbol on the pillars next to the windows.

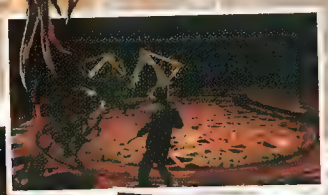
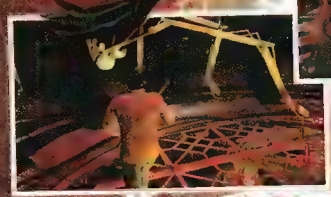
Move to the pedestal near the dials to rotate the discs on the floor, but note that the water symbol for the Shepherd family is missing. Therefore, you only need to worry about the Holloway, Fitch, and Bartlett families. Match the family symbols on the dials and make sure that the Holloway families' symbols are closest to the locked door. Once matching the symbols, the smaller dials on the locked door unlock.

Match the two symbols of the Shepherd family on the top of the smaller dials to open the large double doors. Enter the next room and examine the coffins in the room. Alex eventually discovers that his name is on the list, which triggers memories of the past and his suppressed sins once again rise up. Once the memories subside, the world around Alex changes into the otherworld and a heinous monster descends from the ceiling.



Amnion

Amnion is a horrific monster that seems to be in her final trimester of pregnancy. She has four main attacks: a heavy attack, a fast assault, a toxic projectile attack, and a devastating ground pound. Equip one of Alex's melee weapons and attack Amnion's body. Watch for the wind-ups in its attacks and try to dodge them. After dodging an attack, attack her body with multiple combos. Eventually, this bombardment of attacks will wear down Amnion's defenses and cause her to change forms.

Equip a melee weapon and attack Amnion's body.

In her next form, Amnion enters an upright position and changes her attacks slightly. She will attempt to grab Alex with her front arms and then rip him apart. Watch out for her grappling move; if it catches Alex, get ready to press the on-screen button to escape. Her strong attack will temporarily cause her to stick to the ground, thus creating an opportunity to inflict damage. When Amnion goes into a stunned state, quickly run up to her belly and slice it open.

While in a stunned state, hit Amnion in the belly.

Congratulations! You made it through the horrors of Silent Hill and lived to tell about it. Now sit back and watch the ending.

BESTIARY

ALCHEMILLA NURSE

These Nurses serve only one purpose and it is certainly not to bandage Alex's wounds! The Nurses in Silent Hill have the singular mindset to cause Alex as much pain as possible using their scalpels as weapons. These deadly foes will lunge at Alex with quick combos and deadly finishing moves. Try to counter a Nurse's attack by using the Combat Knife and work quickly to eliminate her as Nurses often travel in packs.

SWARM

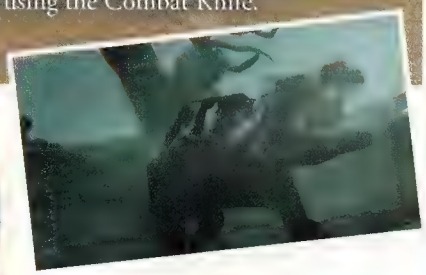
These massive parasites crave blood and Alex is the perfect meal. A Swarm will latch onto Alex and continue to drain his life until they are terminated. When Swarms are in the near vicinity, quickly stomp them all out while they are on the ground. When these creatures latch onto Alex, try to remove them immediately before they can satiate their thirst for blood.

LURKER

Lurkers have it rough. Often condemned to the sewers and dark corners of Silent Hill, Lurkers wait in the filth and attack Alex using the darkness as an element of surprise. If there is a puddle of water in the area, it is a safe bet that there is a Lurker waiting underneath. Once this foe breaks its cover and appears out in the open, there's not much to worry about. The Lurker's has a relatively slow, predictable attack. A lone heavy attack from Alex will leave the beast stunned, while a second heavy attack will often result in decapitation. Try to use heavy attacks with either the Pipe or Axe to dispose of these monsters.

FERAL

These pups are anything but man's best friend. Ferals roam the dark corners of Silent Hill, chasing down Alex with incredible speed and determination. Do not try to outrun Ferals, because these rabid hellhounds will catch Alex and take him down from behind. Confront these pups as soon as they appear and take them down with the quick strikes using the Combat Knife.

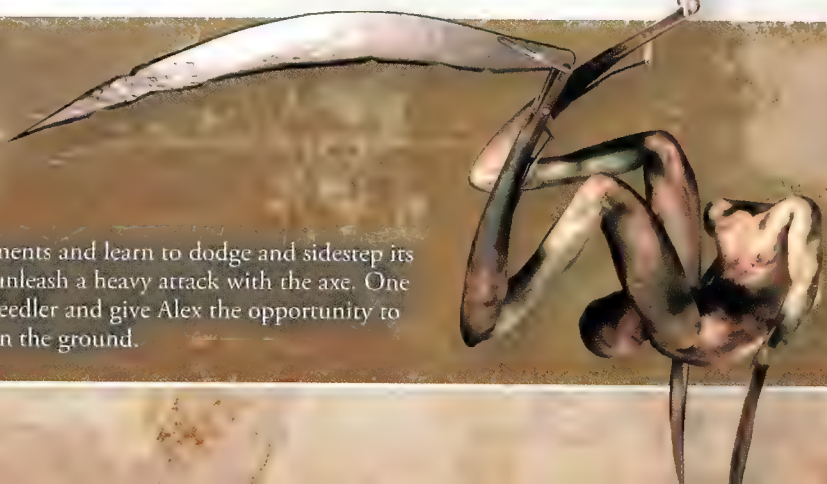


SMOG

The Smog creatures in Silent Hill should come with a warning. These foes constantly exhale poisonous fumes, causing those around them to suffocate from a lack of fresh air. Make sure Alex has plenty of extra ammo when fighting these beasts; you definitely don't want to battle these beasts in hand-to-hand combat, as this will almost always result in damage being inflicted against Alex. Aim for the Smog's heart once it starts to inhale and, if the your accuracy is correct, you can bring down the monster with just two shots.

NEEDLER

The Needlers are the first enemy that will instill a deep sense of dread in Alex. Their attacks are deadly and far-reaching but, worse of all, Needlers are the first enemies that can block Alex's attacks. Carefully study this ghoul's movements and learn to dodge and sidestep its attacks. After avoiding an attack, unleash a heavy attack with the axe. One heavy attack will knock down a Needler and give Alex the opportunity to finish it off while it lays stunned on the ground.



SCHISM

Don't feel sorry for this monster just because its head is split in two. Schisms quickly prove to be one Alex's greatest adversaries and the two will get quite familiar with one another as they will meet on the battlefield numerous times. Schisms attack with their bladed scalps and outstanding speed. They also have a special charge move during which they lift Alex into the air and then tear him into pieces. Once a Schism has Alex in one of these death grips, quickly press the on-screen button to avoid a gruesome demise. To defeat a Schism, utilize the speed of the Combat Knife and unleash a fury of combos to prevent it from attacking.

SIAM

Sometimes two is better than one and sometimes two becomes one. Creating a terrifying female/male monstrosity wrapped in leather bondage gear, Siams are the stars of the Silent Hill freak show; all male in the front and female in the rear, this double-sided beast is twice the terror that other foes. Carefully dodge the Siam's attacks, then head toward the foe's back side and begin attacking relentlessly. Continue to damage the backside (the female part takes more damage) and eventually the Siam will fall.

ORDER MEMBERS

Ready to meet the most vicious, sinister, deadly and sadistic monsters of Silent Hill? Look no further than the closest mirror. There is nothing more terrifying than the evils created by men and, as such, the act of violence and terror cooked up by the human members of the Silent Hill cult are unimaginable. Order members fight just like Alex and are capable of blocking and dodging attacks. Use the Steel Pipe to take down Order Members who utilize melee attacks and try to match firepower with those who wield side arms. Be prepared, though, as not all Order Members wear disguises and it is these members who are the most deadly.

SEPULCHER

Although this monster hangs from meat hooks, there is absolutely no reason to feel sorry for it. The Sepulcher is actually a giant meat sack filled with rage and violence. Throwing caution to the wind, the Sepulcher will pulverize Alex under its massive fists. Destroy the Sepulcher's dangling meat extremities to make the beast fall to the floor. When the Sepulcher reaches the same plain as Alex, start unleashing damage against its body and eventually the foe will fall indefeat

SCARLET

A mannequin of grotesque proportions, Scarlet will devour anyone or anything within her vicinity—just ask Doc Fitch! Scarlet has incredible range and speed, as well as amazing acrobatic skills that make it difficult to defeat her. Try to break Scarlet's bones using a melee weapon, then continue to shatter her porcelain exterior until she is no longer recognizable

ASPHYXIA

Resembling something similar to a smoking caterpillar, Asphyxia is a true terror to behold. Asphyxia has duo of potentially deadly attacks. Its projectile attack launches venom at its intended target, while the boss's swinging tail can inflict serious damage when it connects. After dodging Asphyxia's attacks, run in and destroy its body using the Axe or Crowbar until the beast is dead.

AMNION

From outward appearances, this monster is in serious need of medical help. Try to avoid Amnion's sweeping leg attacks, stomp attacks, and projectile vomit attacks. After dodging an attack run underneath her legs and pummel her rather large belly with your favorite weapon. After taking significant damage, Amnion will fall to the ground When this occurs, go in for the kill and cut out whatever abomination is inside her bloody belly

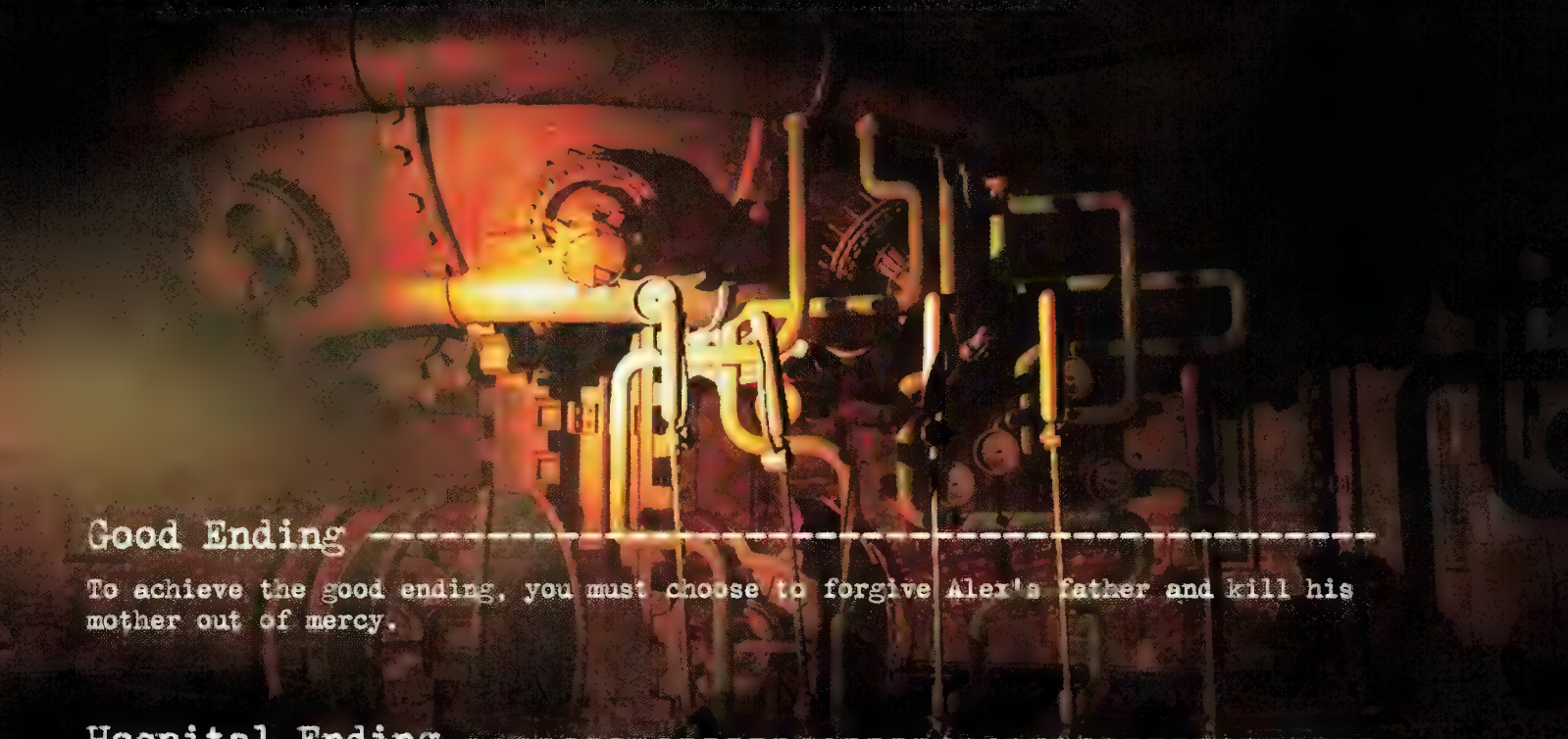
BOGEYMAN

A local hero in his hometown of Silent Hill, Bogeyman makes his presence known to Alex during many pivotal scenes. It is said that Bogeyman is an embodiment of the guilt felt by the protagonist. What Alex could be feeling guilty about

EXTRAS & UNLOCKABLES

ENDINGS

Alex must battle more than monsters as he traverses through Silent Hill. Over the course of his journey, he will confront his inner demons as well as make life-altering decisions. The choices that Alex makes will dictate his future and may even free him from his past. The following section lists the various endings and what it takes to achieve them. Read on to learn more about them.



Good Ending

To achieve the good ending, you must choose to forgive Alex's father and kill his mother out of mercy.

Hospital Ending

You obtain this ending by choosing to forgive Alex's father and showing his mother compassion by not killing her.

Drowning Ending

You meet this paradoxical ending by choosing not to forgive Alex's father and then saying "yes" to performing a mercy killing of his mother.

Bogeyman Ending

You can choose to enter the order of Bogeymen by not forgiving Alex's father, not performing a mercy killing of his mother, and then not saving Wheeler.

UFO Ending

To discover that the truth is really out there, you mustn't forgive his father or perform the mercy killing of his mother, but you must save Wheeler. But where is the dog?

UNLOCKABLES

Circular Saw

To acquire Curtis's favorite torture tool, you must find it in the Shepherd family's garage during a second playthrough of the game. Let's just hope that Alex has better luck with it than Curtis!

Laser Pistol

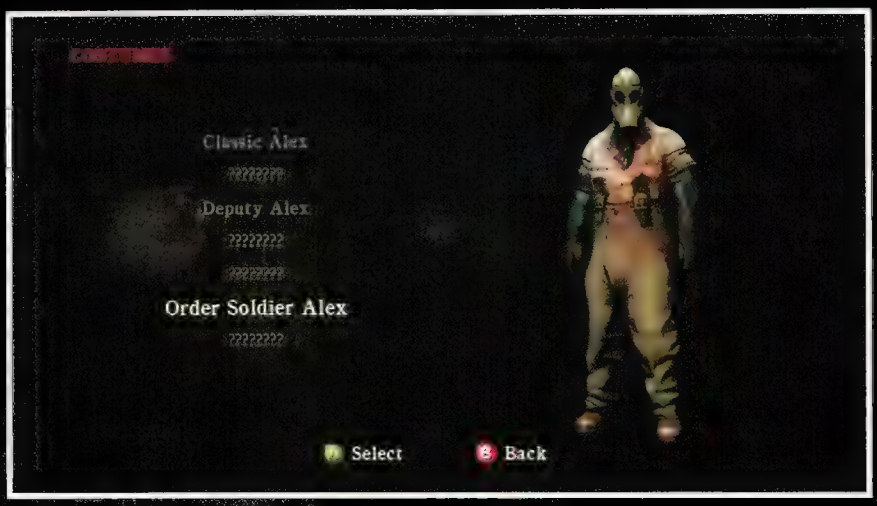
Give the monsters of Silent Hill something to be afraid of by picking up the Laser Pistol in Joshua's Room on top of his foot locker. The Laser Pistol is only available during a subsequent playthrough of the game. Use it to vaporize enemies with one shot.

Bogeyman's Helmet

Bogeyman's Helmet may not look practical, but it will definitely put a scare in the countless Order Members. To wear the iconic Bogeyman helmet, select it from the Outfits Menu after unlocking the Bogeyman Ending.

Order Soldier Outfit

Practical and fashionable, Alex can don the famous HAZMAT suit by unlocking the Drowning Ending.



Trucker Alex

Looking for a bit of nostalgia? You can outfit Alex in the trucker outfit from *Silent Hill: Origins*. To do so, you must achieve the Good Ending.

Orderly Alex

After unlocking the Hospital Ending, go ahead and let Alex scrub up and put on the blue orderly outfit.

Deputy Alex

Are you sick of Wheeler bossing around Alex? To do so, unlock the UFO Ending, then select the Sheriff's outfit from the Outfits Menu. Now it's time for Alex to call the shots!

ACHIEVEMENTS

The following list covers all the Xbox 360 Achievements and PS3 Entitlements. Some of the more difficult ones are discussed in further detail in this section.

Achievement	Description	Value
Angela's Choice	Alex does not forgive his father.	20
Forgiveness	Alex forgives his father.	20
Compassion.	Alex does not kill his mother..	20
Mercy	Alex kills his mother..	20
Lock n' Load.	Found Rifle.	25
Science Fiction	Found Laser Pistol.	25
Rising Tension.	Found Circular Saw.	25
Sightseeing	Found 1 photo	10
Josh's Gallery.	Found all photos.	50
Alchemilla's Finest	Defeated 1 Nurse.	10
Eddie's Legacy.	Defeated 1 Feral.	10
Lurk No More.	Defeated 1 Lurker	10
To the Point.	Defeated 1 Needler.	10
Split Personality	Defeated 1 Schism	10
Shades of James	Defeated 1 Siam	20
Clear the Air	Defeated 1 Smog	10
Creeper Reaper.	Defeated 1 Swarm.	10
Head Above Water.	Defeated Amnion	50
Out of Order.	Defeated 1 Order Member	10
Catch Your Breath	Defeated Asphyxia	50
Blood Donor	Defeated Scarlet.	50
Six Feet Under.	Defeated Sepulcher.	50
Kaufmann's Handiwork.	Found 1 Serum	10
Health Junkie	Found all Serums.	50
In Water.	Get the Drowning ending (Ending 2).	50
Smile!.	Get the Good ending (Ending 1).	50
Intensive Care.	Get the Hospital ending (Ending 4).	50
Judgement	Get the Bogeyman ending (Ending 3).	50
No Dogs Allowed	Get the UFO ending (Ending 5)	50
The Old Gods Haven't Left This Place.	Complete game on Hard difficulty	150

ACHIEVEMENTS EXPANDED

Some Xbox 360 Achievements are much easier to attain than others, which is why this section was created. We've added additional strategy content for some of the tougher Achievements in the game.

Science Fiction (Found Laser Pistol; 25 Points)----------

First, you must unlock the UFO ending. To do so, you must do the following three things: 1. You must not forgive Alex's father; 2. You must not perform the mercy killing on Alex's mother; 3. You must save Wheeler. On a subsequent playthrough of the game, the Laser Pistol is located in Joshua's Room on the top of his foot locker.

Rising Tension (Found Circular Saw; 25 Points)----------

To find the Circular Saw, you must play through the game a second time. The Circular Saw, one of Curtis's favorite torture weapons, is located in Alex's garage.

Head Above Water (Defeated Amnion; 50 Points)----------

To defeat Amnion, equip one of Alex's melee weapons and attack her body with authority. Prior to Amnion's attack, she has a bit of a wind-up that signals an attack is coming. When this occurs, dodge out of the way and quickly respond with a counter attack against her body.

After taking a certain amount of damage, Amnion enters a new form in which she takes an upright position and changes her attack pattern slightly. If she grabs Alex with her front arms, she will attempt to rip him to shreds. If her grappling move latches on to Alex, quickly press the on-screen button that appears to escape her clutches.

Her strong attack makes her temporarily remain close to the ground, thus creating an opportunity to inflict some major damage. When Amnion goes into a stunned state caused by repeated attacks, run up to her belly and slice it open.

Out of Order (Defeated 1 Order Member; 10 Points)-

One of the best methods to use to dispose of a single Order Member is to grab a Steel pipe or the Fire Axe and unload with a flurry of attacks.

Catch Your Breath (Defeated Asphyxia; 50 Points)--

During this battle, Asphyxia chases Alex around the gas chamber and swings at him with devastating blows intent on causing serious damage. Attempt to dodge the blows and wait for Asphyxia to try to grab Alex. After dodging the grab attack, Asphyxia becomes temporarily stunned. When this occurs, quickly move to back of the beast and strike the tip of its tail to unleash some serious carnage. Continue to do this until the opportunity to perform a finishing move arises.

Be on the lookout out for Asphyxia's sweeping tail attack (it can't be blocked) and its venom spitting attack. Dodge these attacks and continuously attack the tail to overcome this demon.

Blood Donor (Defeated Scarlet; 50 Points)----------

Try to avoid using all of Alex's ammo during this fight. Take another approach and get close to her and destroy her legs. The goal is to pummel Scarlet's legs into submission so that Alex can attack her body. Try to avoid her sweeping attacks by dodge rolling out of the way, then get behind her and start hacking and slashing away!

After a certain amount of damage, you will notice that the lower part of her legs will start to break and tear. Once one leg breaks, the other one will follow in short order. Repeat this process to break both upper thighs. After both legs are gone, start bludgeoning her upper body. Break both of her arms and follow that up by cracking open her head to bring her down. Eventually, you'll get to perform a finishing move on her!

Six Feet Under (Defeated Sepulcher; 50 Points)-------

While trapped in the rotunda, Alex must defeat the monster hovering in the center of the room. Start the fight by hammering at the meat bags dangling around the room. The Sepulcher has two main attacks: a devastating punch and a massive fist pound that rains down broken glass. Hide behind the cupboards in the room to avoid being bludgeoned by one of the Sepulcher's fists and stay on the move to avoid the falling glass. The goal is to destroy all of the meat bags in the room. When this occurs, the Sepulcher falls to the ground.

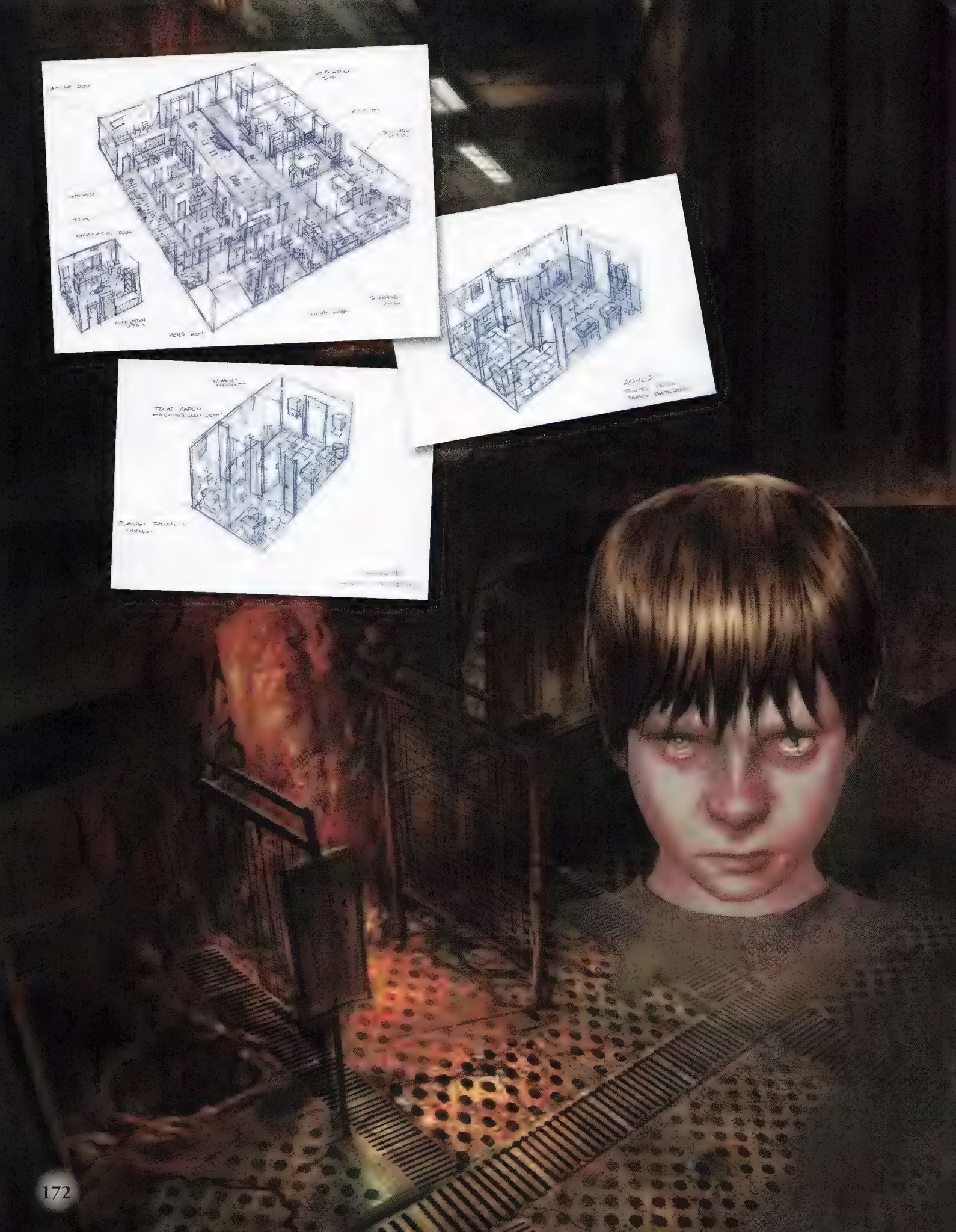
When the Sepulcher faces Alex, it will perform a swing-like punch and pound its fist. Wait for its fist pound to end, then hack away at its arms to make the boss lose its balance. If you have any ammo, use it to cause additional damage. With the boss on the ground, move toward its head and press the button that appears on-screen to perform a finishing move.

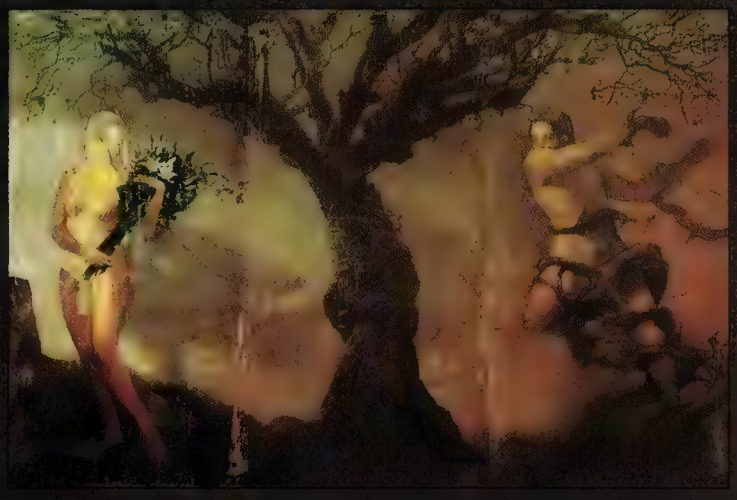
The Old Gods Haven't Left This Place (Complete Game on Hard Difficulty; 150 Points)----------

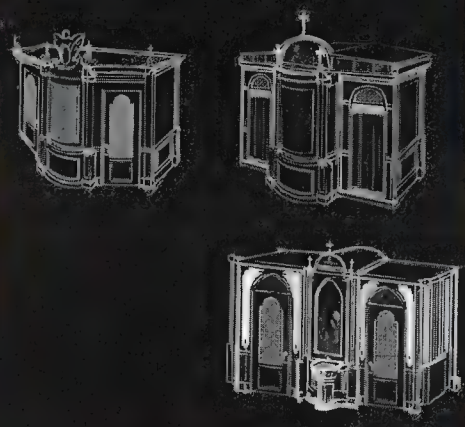
Think you have what it takes to challenge the Gods? Play through Silent Hill on the Hard difficulty to face monsters that are twice as difficult and discover a town with far less ammo and health items than before. Survive this challenge to gain the game's heftiest Achievement.

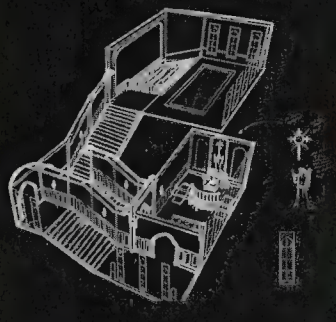
ART GALLERY

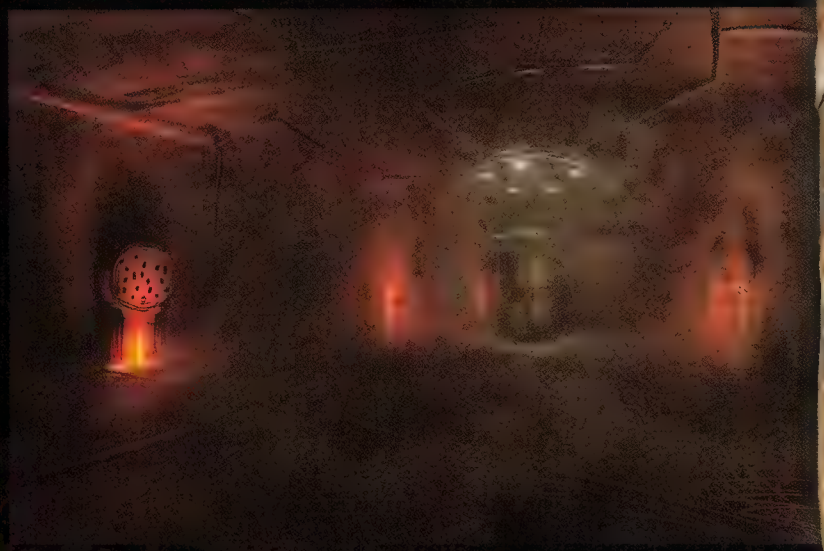
U.S. MARINES

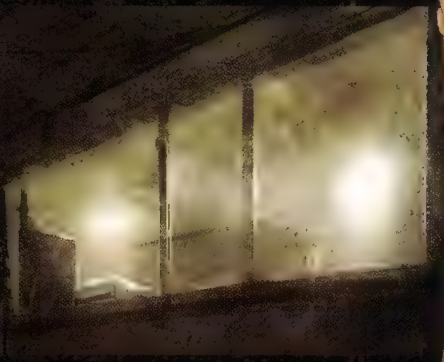


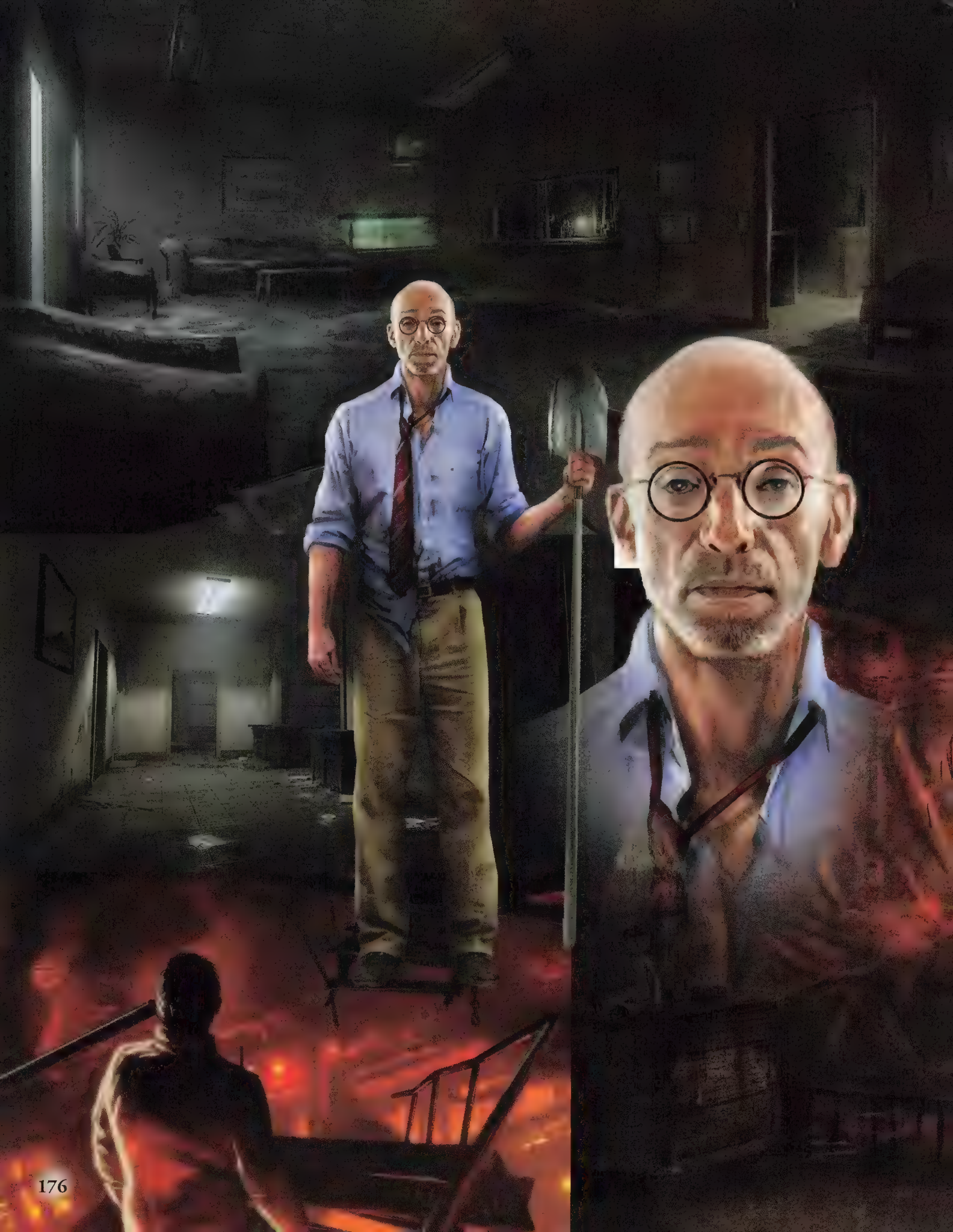












HOTEL

SILENT HILL® HOMECOMING

OFFICIAL STRATEGY GUIDE

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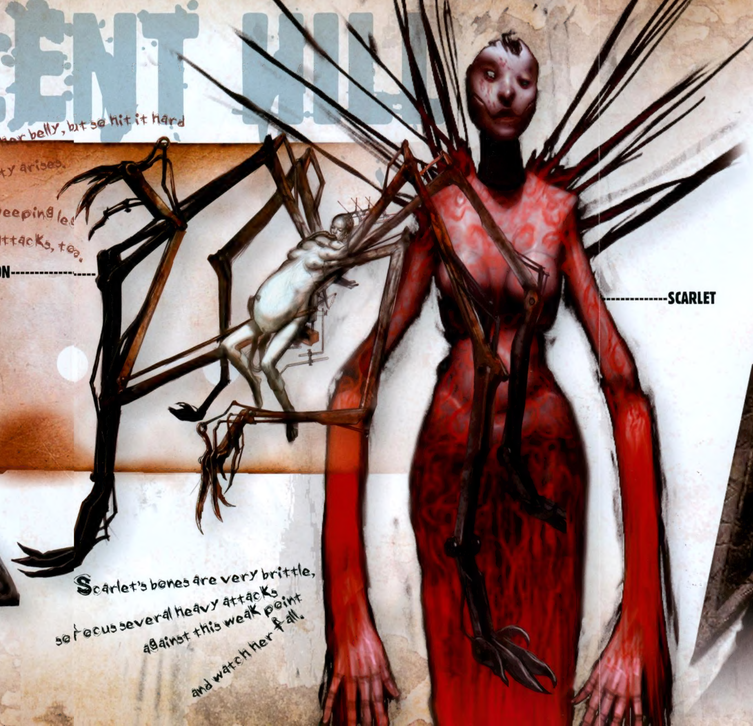
THE BOSSES OF SILENT HILL

ASPHYXIA

Beware of Asphyxia's venom-like projectile attack and its swinging tail attack

SEPULCHER

This foe is most vulnerable once it gets knocked from the meat hooks from which it hangs.



AMNION

Amnion's weak point is her belly, but so hit it hard when the opportunity arises.

Beware of her sweeping leg attacks and stomp attacks, too.

SCARLET

Scarlet's bones are very brittle, so focus several heavy attacks against this weak point and watch her fall.

The ultimate foe, Bogeyman makes multiple appearances in Alex's presence. It is said that Bogeyman is an embodiment of the guilt felt by our hero.

BOGEYMAN

BLOOD-THIRSTY ADVERSARIES

NURSES
The Nurses have the singular mindset to cause Alex as much pain as possible using their scalpels as weapons.
SWARM
Swarms are most vulnerable when they're on the ground. Quickly stomp them to death before they can latch onto Alex.
LURKER
Lurkers conceal their presence by hiding in the filth and ruins of Silent Hill. Using darkness as an element of surprise, Alex will almost certainly find them near water.
FERAL
These raveous hounds tend to prowl the dark streets in search of prey. The Combat Knife is an effective tool to use against them.
These hideous beasts exhale poisonous vapors wherever they travel, leaving death and destruction in their wake.
SMOG
SCHISM
A Needler is capable of blocking Alex's melee attacks, making this foe much smarter to defeat.
NEEDLER
Use a heavy attack to knock it down, then hit it with several follow-up attacks.
Schisms are extremely fast foes that attack with razor-sharp weapons. They're even capable of hitting Alex high into the air with a special charge move.
This male/female monstrosity is quite a frightening sight.
Perhaps the most sinister foes in the game, Order Members attack with melee moves and firearms with deadly accuracy.
It's backside (the female side) is its weak point.
SIAM
ORDER MEMBER

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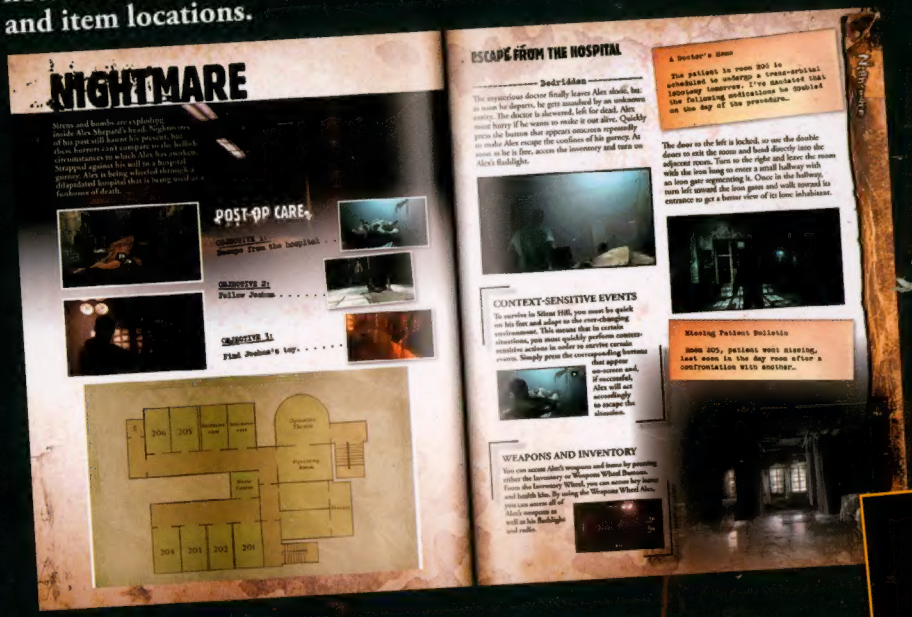
Strategies and tips to get you through Shepherd's Glen and the notorious Silent Hill. Use detailed Area Maps to pinpoint weapon and item locations.



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